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No CD32 this month for a change, but there's plenty of other stuff to be had. If pinball is your cup of tea, then have a stab at our Play the Silverball compo. You never know, you could end up winning your very own A1200 and CD32 copies of Pinball Fantasies. If on the other hand, groovy clobber is more your bag, then don't delay in entering our Bubba 'n' Stix fashion lottery.



EVENTS

COVERDISKS

Just call us Amiga 'Quality' Action, because our middle name is most definitely of blow our own trumpet type proportions this month. Team 17 have come up trumps with a superb demo of the much vaunted Alien Breed II. Not only that, but there's an **EXCLUSIVE** demo of Gremlin's Disposable Hero shoot'em-up, coupled with a demo of Alternative's Dinosaur 'tec thing.



FEATURE



Paul has got himself a world exclusive, and he doesn't care who knows it. Millenium's forthcoming beat'em-up, *MysterX*, is introduced with an air of mystery in the first of a several part look into a game with a message. The silhouetted geezer on the left may have something to do with it, but then again who knows? Read on and hear The Axe wax... lyrical.

PLAYER'S GUIDES

Two player's guides for you to scour in the hope that one day you might just manage to complete a game. Yo Joe!, That Elvis lookalike with the greasy barnet, is expertly dissected so that his platform capers will no longer present such a difficult challenge, and there are also some handy tips to help you get further through the excellent *Overdrive* of arcade racing fame.



CHARTS

Gallup are more than happy to send us the computer game charts each month so that we can inform our readership of the latest toings and froings. With Christmas just around the corner, and an impressive array of new releases around at the moment, there may well be more activity than usual.



REVIEWS

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Man. Utd. Prem. Champs. 68

We've got a licence and we're going to use it!

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Take two bottles into the- sorry, wrong ad..



The First Word

Everyone loves the new year. It's a time to look ahead, to make gleeful plans for the future, to rejoice in the spirit of mankind and to look back upon those embarrassing parties where you photocopied your bottom before passing out in a taxi on the way home. However, it's still the middle of December as far as most of you are concerned, so let's concentrate on things of relevance. Like the reviews for instance, of which there are so many – some good, some bad and some just out of this world. I think you know what I mean and I'm sure your hearts will sing a hearty song when you leaf gently through this, your favourite non-vindictive Amiga mag. Damn, I've run out of things to say in the subscription letter now.

Paul

Fodder for thought

In light of recent events regarding offensive images and their potentially devastating effect on the young, it comes as something of a surprise to find that an innocent flower is being held up as an object of chagrin. That isn't strictly true, actually, as it is the way in which the flower is being portrayed that has so angered not only war veterans and MPs, but the Royal British Legion, pedlars of the flower each Remembrance Day.

Apparently, the parties felt that Sensible Software's decision to incorporate the flower into their battle spoof Cannon Fodder gave the impression that it was somehow endorsed by the British Legion, which, they were at pains to point out in a national newspaper, it certainly wasn't.

Dismay!

The fact that March based Sensible Software state that, "War has never been so much fun" also caused some dismay among the same group, who, it seems, felt that the whole game was extremely offensive, as the publicity circulated at a time when most people would be remembering the dead.

The main and overriding aim of this magazine is to give up to the minute information on all the games available for the Amiga. We

don't take a moralistic standpoint on matters of national importance and we don't aspire to political greatness. If we may express a humble opinion though, it seems as though computer games are one of the latest scapegoats for all things "bad", just as music was before them. Sensible Software stated in this magazine just a few months ago that Cannon Fodder, apart from being an excellent way of spending a few hours, is a way of showing the futility of war, and we completely fail to see the harm in that. Oh well...



Quiz night

Who's heard of Switchsoft then? Unless you happen to be a regular purchaser of robot arms and other such industrial hi-tech devices, then it isn't too likely, but the Darlington based firm are aiming to put that to rights with their first foray into the Amiga games market, in the form of the tentatively titled Switchquiz.

At the time of writing, the game is graphically very basic indeed (this may or may not change depending upon ongoing research), but Switchsoft insist – and we don't doubt it – that the beauty of their product is in the simplicity of the gameplay, and its true interactive nature. Switchquiz will contain about 1,000 questions in the first instance, taking the form of a pub quiz for up to four players, each participant in charge of a strange looking controller housing four buttons, with which to choose an answer, and timers can be set for the length of time afforded to answer questions.

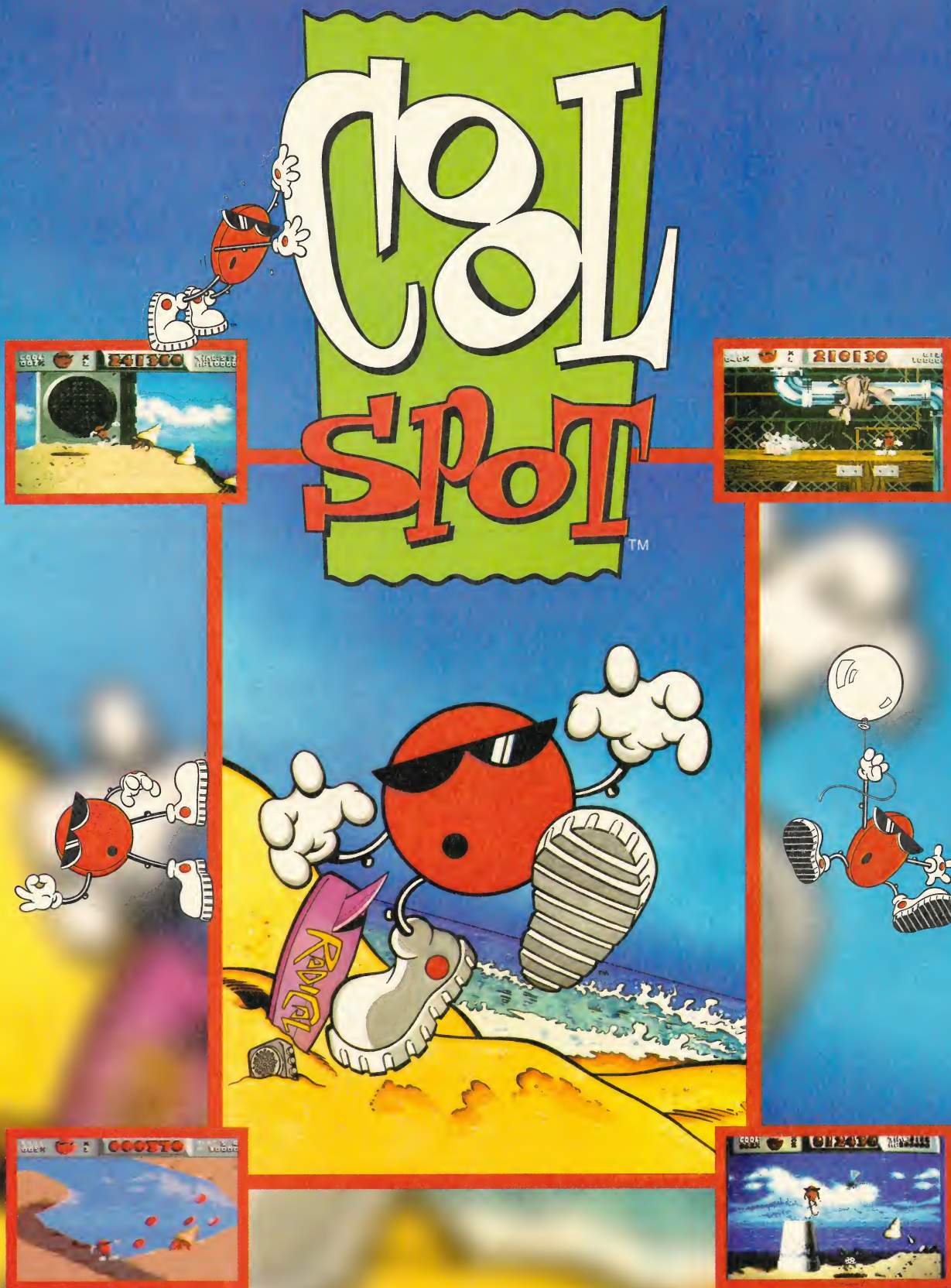


Prototypes of Switchsoft's interactive control method. A SNES turbo pad it ain't, but it does the job for a game with great prospects.

We were instantly hooked in the office, and the promise of extra data disks and educational disks make it look like a package that could last and last. Check us out next month when we should have a review.

Eyesore!

Anyone who spends more than a few minutes a day at a computer terminal, whether playing games or simply working, will at some time have experienced eye fatigue from constantly staring. American owned Cabot Safety have a new range of protective specs ideally suited to those who like nothing more than to sit for hours at a stretch playing Leather Goddesses of Phobos. In lewd mode. More information is available by ringing them on 0625 878320, but in the meantime, a pair of specs is up for grabs to the first 25 people who send us a postcard or whatever asking for them.



NO WAY! Your Cool SPOT chums are locked away! **YES WAY!** You, as Cool SPOT are here to save the day! Quit gawping over the dreamy scenery, the awesome animation and most savoury sound around. Play! Man, this is the hairiest...

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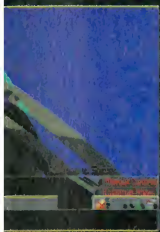
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NEWS →

Loads more from Core...

Ready for another memory test? OK then, who remembers Darkmere, the moody role player Core Design were threatening to bring out about a year ago? Well it's almost here. Hectic schedules and restructuring of the game have meant the release date has slipped somewhat, but Core promise that it will be worth the wait when it finally comes out of testing.

The 3D isometric adventure (for those who can't remember) sees you as an elf prince in possession of a magical sword used by your father to slay a dragon years

The wait is almost over, and Darkmere will soon be upon us. Sharpen those swords and ready the grog.



ago. You must lift the curse from your village by solving dozens of puzzles and fighting a not inconsiderable amount of battles along the way. Core faithfully promise that Darkmere will be with us around January.

Out of sequence

Meanwhile, they've been busy working on Darkstone – the, ahem, sequel to Darkmere, which it now seems will be released around the same time. The game engine is completed at this stage, the perspective being similar to that of The Chaos Engine, and the graphics and mood altogether brighter than those of Darkmere.

Fans of Curse of Enchantia will be delighted to hear that a follow up is well into development. Universe is programmed by several of the same team who worked on Enchantia plus one or two new faces, though everyone concerned wishes to stress that it is in no way a sequel to the successful textless adventure. The main similarity is that Universe follows the adventures of an everyday boy, Boris, who is dragged unwittingly into a parallel dimension.

Unlike Enchantia, Universe has a distinctly futuristic, even Cyberpunk feel to it, the aim being the eventual overthrow of the

In all honesty, the finished game won't look like this...



... The programmers thought the blue was a little too strong, but, well, it's better than nothing, eh?

evil emperor, Neiamises. Neat and innovative twists are the arcade style sequences which crop up infrequently. Core hope that when these are combined with the dozens of painstakingly hand drawn screens and the promised gameplay, will sufficiently set it apart to compete in the new year with Beneath a Steel Sky, who they see as the main competition. Should be rather interesting indeed.

Also on the cards for the new year is Skeleton Crew, a graphical extravaganza, which at the moment we know very little about. Watch this space though. Well, not this one exactly, but...

D.I.N.G. D.O.N.G.

Who remembers that then? Dennis Is Never Good. Dennis Owns Naughty Gnasher. Well, you had to be in the fan club to appreciate it, and even then it was pretty weak. Alternative are hoping to buck the trend though, and make Dennis good for once, in terms of software at least, because Dennis and Gnasher is their next release.

Alternative are no newcomers to cartoon licences, but they are new to this particular kind of game. Dennis and Gnasher is a 3D isometric adventure which sees the curly-haired terror wreaking havoc in his native Beanotown. No doubt Alternative are hoping that a few of the 318,000 Beano readers will show a healthy interest in the game's release after Christmas.

This is more like it. None of that poofy Dennis business that Hollywood likes so much.



Pizza the action

Intelek Software, the development team behind Domark's ultra successful Championship Manager series, have temporarily distanced themselves from the Putney gamesters in order to publish their own very special edition of CM93 – Championship Manager Italia.

Since the Italian league is regionalised below Serie B, Intelek's Oliver Collier explained that they have included the full Serie A and B setup, with the option to buy players from the lower reaches of the leagues, ensuring that the running speed is quicker than that of CM93, which of course featured all the English leagues.

At the moment Championship Manager Italia is only available mail order from Intelek, but a distribution deal with Gemsoft might see it in the shops before too long.

Also on the cards is a brand new, international management game. Still in the planning stages and not likely to reach us much before next Christmas if indeed it goes ahead, and a European Superleague version of CM93.

Championship Manager Italia can be ordered by sending a cheque or postal order for £17 made payable to Intelek Software, at PO Box 1738, Bournemouth, BH4 8YN.





GUESS WHO'S COMING FOR CHRISTMAS!



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NEWS →

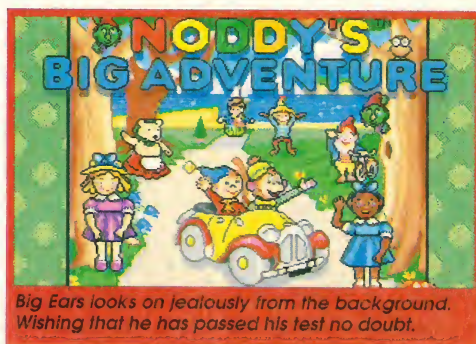
EveryNoddy wants to rule the world

Small children are notoriously difficult to please at the best of times, as any parent worth their salt will tell you. (Erm, so you're experienced in that department then? - Paul). And as for keeping the little blighters amused while trying to teach them something worthwhile, well that's nigh on impossible isn't it?

The Jumping Bean Co. don't see it this way however, and Noddy's Big Adventure is their second release in the specialist area of educational software for three to seven year olds (the first being Noddy's Playtime). This new program acts as a complementary package to Noddy's Playtime, and covers different subject areas relating to the early requirements of the National Curriculum.

Cheers, Big Ears

Included are seven specific learning programs which have been graded into three levels, thus allowing even the youngest member of the family to interact with the programs and develop their skills.



Big Ears looks on jealously from the background. Wishing that he has passed his test no doubt.

There are also four scrolling interactive screens, a complete Junior Word Processor for developing story telling skills and a linking system which involves driving Noddy's car round Toyland thereby improving the kids' co-ordination.

Jane Hindmarch, marketing manager of Jumping Bean, tells us: "The whole package has been designed to be intuitive to use. Children will not have to follow complex on-screen instructions. The use of language on the screen has been deliberately limited to essential educational aspects within any activity."

Noddy's Big Adventure is already in your shops, priced at a reasonable £24.99, and is apparently selling very well in time for Christmas. Jane believes that such popularity is down to, "... higher brand awareness from our first title, Noddy's Playtime, and an increase in demand for 'wholesome' software being educational based."

If they make enough money from this, maybe Big Ears will be able to afford that plastic surgery he's been dreaming of!



Noddy drives his little yellow car around Toyland, avoiding the roadworks as he goes.

Lily the pink

Will this dinosaur craze for all things Jurassic ever fade? Apparently not, if computer games are anything to go by. Millenium's addition to the current fad is a platformer based around the adventures of "a brave new kind of pink alien hero" called (wait for it) Pinkie.

A resident of the planet Purple, Pinkie is somewhat concerned about the imminent demise of dinosaurs throughout the galaxy. Assisted only by his newly acquired Pinkie mobile, he must travel the universe in search of the last few dinosaur eggs before they become lost. Forever!

Millenium describe their new creation as - "Just the darndest, most lovable, caring character ever to visit this planet". In fact so confident are they of Pinkie's success, that they are hailing him as, "a platform hero to rival James Pond".

Wilder claims have been made before, but we'll have to wait until the spring before Pinkie puts in an appearance in the shops.



Pinker than a pink thing that's just been painted pink with very thick paint - he Pinkie, and he's, er, pink.

Mr Floppy

Fancy a 3.5" floppy disk drive offering 800K of formatted storage capacity for under fifty quid? Yeah? Well Cumana have come up with what they claim is the bargain of the year, and they're available now if you're interested. For more information ring Cumana on 0483 503121.

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ALIEN BREED II

This latest addition to the excellent Alien Breed series is currently riding high in the full price charts, and we're more than happy to bring you a superb playable demo of the game itself.

As usual, insert the demo disk in DFO and switch on your Amiga. After a short while, the Amiga Action logo will appear on screen along with a short message from Team 17. Press the fire button on your joystick as instructed, and after a few more moments loading you should be presented with the title screen bearing the words 'Demo Version'. Press the fire button once more and you will have two options available to you: Start Game and Options. Highlight your choice by using the joystick and then press the fire button.

Selecting 'Options' allows you to change the game settings – one or two player game, choice of character, etc. Selecting 'Start Game' enables you to start the game, surprisingly enough.

One brief mood setting screen later you will be faced with your mission briefing. The idea is to make your way around a space station destroying these sort of spinning metal things which are situated in some of the rooms you pass through. Press fire once more and the mission briefing will disappear and it will be replaced by a plan view of the space station deck. You're into the action at last!

You really can't go far wrong by running around firing indiscriminately at the aliens who approach you from all angles,



▲ That spinnny metal thing needs to be destroyed pretty sharpish, but the green guy seems to have other ideas.

but don't forget to collect all the small rectangular icons which have been liberally scattered around the place. These represent all manner of helpful things such as keys to closed doors, extra ammo and credits with which you can power up or exchange your current weapon.

Pressing the 'M' key will provide you with a helpful map of the area and a welcome break from the frantic gameplay, while

pressing the spacebar when you are in close proximity to a blue information terminal will log you onto the Infotex database. This allows you to purchase such things as weapons, keys and first aid, so make sure that you amass plenty of credits on your journey through the alien infested maze.

That's about it really, so nothing much more needs to be said apart from happy shooting out there.



♥ The alien's back, but you've got him firmly in your sights. One squeeze of the trigger and he'll wish he'd never been spawned.



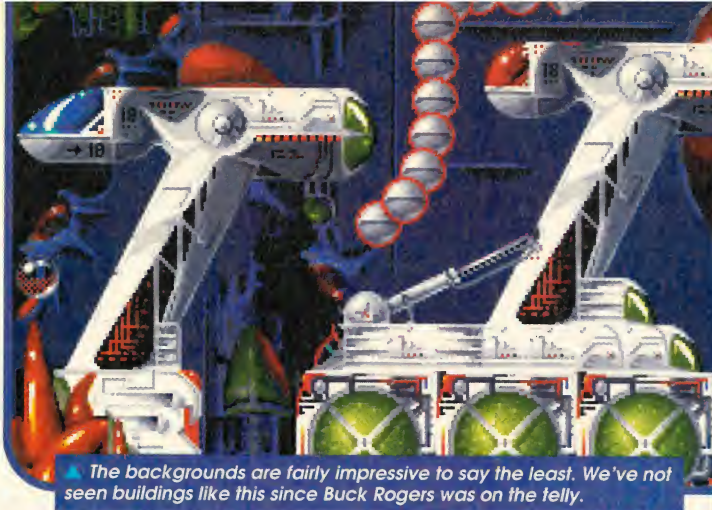
DUFF DISKS

Please please please do not send any duff disks to us. We do not program them, stick them on the disks, attach them to the front of the magazines, or knock them off shop shelves and then tread on them. Nor do we have any replacement disks at our disposal. Please send them to Prosoft, 5 River Gardens Business Centre, Spur Rd., Middx TW14 OSN.



▲ The doors of the space station don't seem large enough for those bulldozers to go far, do they now?

▼ There's no respite for the battle weary in our Disposable Hero demo. An overdeveloped index finger is a must.



▲ The backgrounds are fairly impressive to say the least. We've not seen buildings like this since Buck Rogers was on the telly.

DISPOSABLE HERO

Next up is Disposable Hero, and not only is it a superb shoot'em-up extravaganza from Gremlin Graphics, but the demo version is exclusive to your one and only Amiga Action. We always strive to bring you the best in playable demos and when we can combine this with an exclusive, well we like to give ourselves a deserved pat on the back (self congratulating people that we are). Anyway, enough of this wallowing in our pride, let's give you some info about the game.

Insert the disk into DFO and switch on your machine. Wait for the welcome screen to load and then type '1' [RETURN] to load Disposable Hero. A few short seconds later and a title screen should appear. Press the fire button on your joystick and more loading will commence, this time followed by an options screen.

Choose 'Options' via the joystick to set the difficulty and sound effects levels to your own particular preference. Then select 'Exit' to return to the main menu. Choose 'Start' from this menu and you will be thrust out into deepest space in a small white ship.



You don't need us to tell you what to do from here. There should be a joystick in your hand and presumably it's got a fire button, so just do what comes naturally.

DINOSAUR DETECTIVE AGENCY

Finally this month there's a demo version of Alternative Software's cute platformer, Dinosaur Detective Agency.

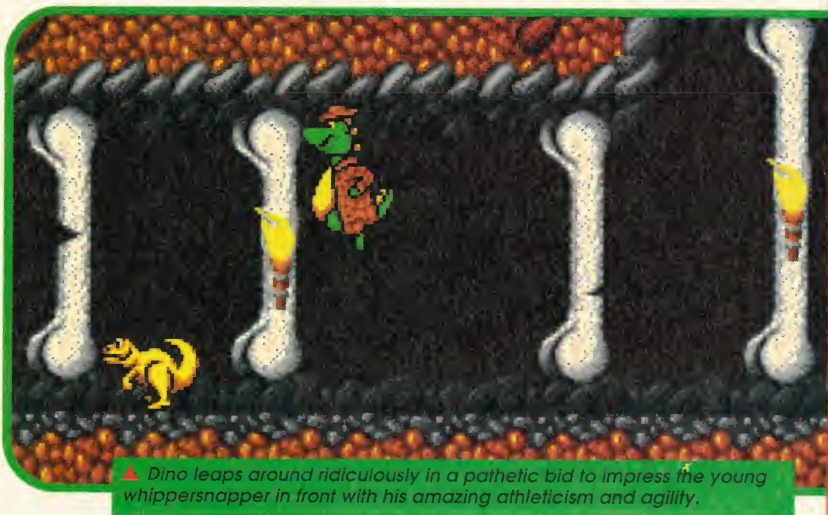
Insert the disk in DFO as before and switch on your Amiga. This time type '2' [RETURN] at the welcome screen and Dinosaur Detective Agency should load. Press fire when instructed to by

the game's title screen and a short intro sequence will follow in which a dinosaur in a suit tells you that his bank has just been robbed is that (surreal or what?).

You play the part of Sherlock Ness (tee-hee) and you volunteer your sleuthing services to the bank manager in question. Armed with only a camera and a comedy reporter's hat, you set off on your merry way in the hope of



▲ Hello, I'm the extremely well dressed manager of your local bank. Hmm.



▲ Dino leaps around ridiculously in a pathetic bid to impress the young whippersnapper in front with his amazing athleticism and agility.

photographing the suspect of the robbery (so it's cameras to the ready, snap fans).

If you don't manage to solve the case, it's all over and you will be treated(?) to some of Alternative's favourite Christmassy tunes. We left the music running all afternoon in the office just to get us in the festive spirit, and it even raised a mild "Ho Ho Ho!" from the usually dour and taciturn Steve.

Not a bad selection overall you'll agree, and just the sort of thing to keep you amused on those cold, dark, wintry nights.

DISPOSABLE HERO
PUBLISHER: Gremlin PRICE: \$25.99 TEL: 0742 753423
DINOSAUR DETECTIVE AGENCY
PUBLISHER: Alternative Software PRICE: \$16.99 TEL: 0977 797777

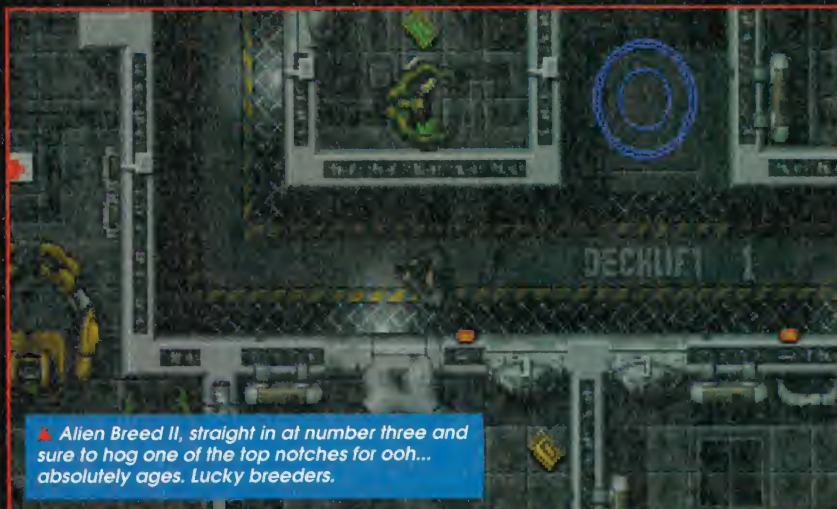
CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE	WE RATED IT
1	🌀	FRONTIER: ELITE 2	GAMETEK	£29.99	ARCADE STRAT	93%
2	🌀	PREMIER MANAGER 2	GREMLIN GRAPHICS	£25.99	SPORTS SIM	87%
3	🌀	ALIEN BREED 2	TEAM 17	£26.99	SHOOT'EM UP	91%
4	2	CHAMPIONSHIP MANAGER 93	DOMARK	£25.99	SPORTS SIM	78%
5	🌀	MICRO MACHINES	CODE MASTERS	£25.99	RACING	83%
6	6	SENSIBLE SOCCER 92/93	RENEGADE/MINDSCAPE	£25.99	SPORTS SIM	90%
7	7	GOAL!	VIRGIN	£30.99	SPORTS SIM	88%
8	13	EUROPEAN CHAMPIONS	OCEAN	£25.99	SPORTS SIM	88%
9	🌀	BODY BLOWS GALACTIC	TEAM 17	£26.99	BEAT 'EM-UP	84%
10	3	HIRED GUNS	PSYGNOSIS	£34.99	STRATEGY	91%
11	5	SYNDICATE	ELECTRONIC ARTS	£34.99	ARCADE STRAT	93%
12	🌀	URIDIUM 2	RENEGADE/MINDSCAPE	£25.99	SHOOT'EM UP	80%
13	4	PREMIER MANAGER	GREMLIN GRAPHICS	£25.99	SPORTS SIM	90%
14	1	SPACE HULK	ELECTRONIC ARTS	£34.99	STRATEGY	88%
15	10	FLASHBACK	US GOLD	£30.99	PLATFORM	92%
16	20	STREETFIGHTER 2	US GOLD	£27.99	BEAT 'EM-UP	90%
17	11	GUNSHIP 2000	MICROPROSE	£34.99	FLIGHT SIM	92%
18	8	DOGFIGHT	MICROPROSE	£34.99	FLIGHT SIM	84%
19	★	ZOOL	GREMLIN GRAPHICS	£25.99	PLATFORM	96%
20	★	FORMULA 1 GRAND PRIX	MICROPROSE	£34.99	RACING	90%

★ = RE-ENTRY 🌀 = NEW ENTRY

If we had been taking bets on the new number one this month, it would have been no surprise if we had amassed a large wad of money riding on Frontier. Fortunately, we don't fancy ourselves much as bookies, as said game romped home leaving the others trailing in it's impressive wake. Premier Manager 2 and Alien Breed 2 also shoot straight into the top three without so much as a by your leave, and CodeMasters' racing game, Micro Machines, gatecrashes the festivities at number five. Zool's back again, and no doubt Zool 2 will be keeping it company next month.



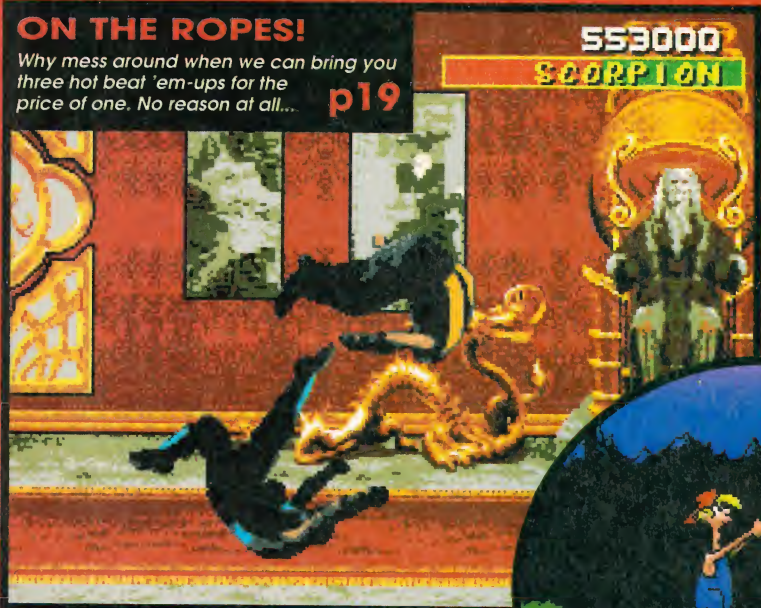
▲ Alien Breed II, straight in at number three and sure to hog one of the top notches for ooh... absolutely ages. Lucky breeders.

ACTION REVIEWS

INSIDE...

ON THE ROPES!

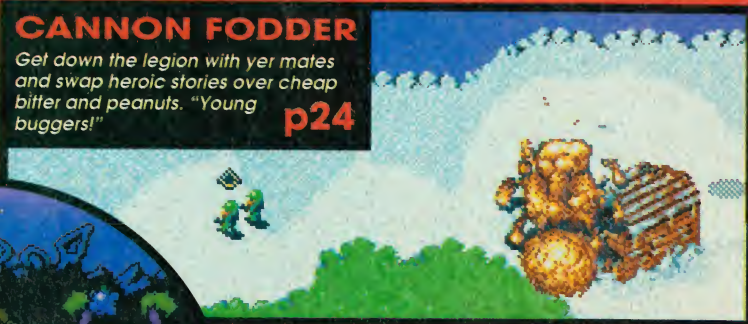
Why mess around when we can bring you three hot beat 'em-ups for the price of one. No reason at all... **p19**



The new year... full of hope, full of love, soaked in Christmas whisky and brimming with games galore.

CANNON FODDER

Get down the legion with yer mates and swap heroic stories over cheap bitter and peanuts. "Young buggers!" **p24**



PLUS

Microcosm, Zool 2, Doofus, Cyberpunks, Suburban Commando, Campaign 2, Sleepwalker CD32, Magic Boy, Kingmaker, Overkill and so many more your head'll spin.

BUBBA 'N' STIX

Exclusive review of Core Design's excellent comic caper puzzle rompster. Lemmings watch out! **p40**



LIBERATION

At last the CD32 has a friend. It comes in the shape of Mindscape and boy have they done it proud. Xmas lister. **p28**



SUPER LEAGUES

To be perfectly honest the Superleagues are well and truly reinstated now, and there seems little point in writing this box for much longer, so here's a joke. This guy walks into a bar with a newspaper in one hand and a brain in the other. "Pint of lager"—oh, it's just too small.

A NEW OUTLOOK!

There is no one type of Amiga review anymore. What with CD32 and the A1200 on top of the basic A500/600, we can now be faced with up to three different kinds of product, or three brackets of quality, if you like. Rather than stick in a couple of tedious lines outlining the differences of games on different machines (or lack of), what we'll do, to make things easy, is show the machine we used to review the game, and box out a comment to outline any differences if, and only if, applicable. We think you know by now that an Amiga Action review contains everything you need to know about a game, and that any significant factors regarding releases across the Amiga machines will be included within those concise, flowing and, er, informative prose. So it's sorted then, yeah?





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ACTION REVIEW BEAT'EM UP



Forget the WBC, WBA, IBF, WBO, and all the others. This is the greatest ever collection of fighters seen, and there's not a bloke with a parachute in sight. Neil (Harry Carpenter) Jackson is ringside...

On the ROPES

Welcome to sunny Macclesfield and the car-park of the world famous Europress entertainment and leisure complex.

Never before in the history of beat'em-ups has such an impressive array of pugilistic talent been assembled in one place.

A capacity crowd is here to welcome the contestants into the arena. An audience which includes some of the most stylish and influential people of the day have paid an average of £30 a head to be here, and they're certainly in for a treat.

Three seats to my left is the famous bespectacled newspaper tycoon, Paul Roundell, reputed to be one of the richest men in the world. Recent rumours about dodgy business dealings and misappropriation of pension funds have done nothing to increase his public popularity, and a hail of cat calls and rotten vegetables greeted his entrance to the spectating area.

An expectant hush descends as the house lights dim and a lone figure enters the ring. Our Master of

Ceremonies for the evening takes the mike.

"Ladieeeeess and gentlemen, welcome to the main event of the evening, and the bout you've all been waiting for. It's Shooowtime!

Preesenting, in the red corner and fighting out of Japan; a game of far eastern promise, currently undefeated on all formats, and looking to add the Amiga title to its crown... Moortal Kombaaaaat!!!!

Standing in the blue corner and fighting out of Finland; a feast of scintillating Scandinavian scrapping, hoping to bring the crown to Northern Europe... Elfmaniaaaaa!!!!

Aaaand finally, occupying the er... green corner, and fighting out of the famous Body Blows stable; hoping to take the title home to the farthest reaches of the galaxy... Boddyyy Blowwws Galaaaactiic!!!!"

Definitely a heavyweight contest, taking place over a number of tough and challenging rounds. Three contenders in the ring at once and only one can be the winner.



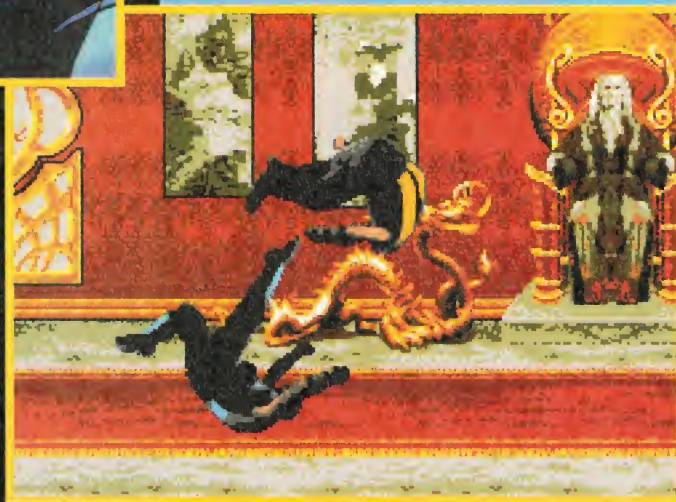
Vs



Vs



Seconds out...



ROUND 1

Presentation

Coming straight out of the red corner kicking and screaming is Mortal Kombat. Oriental pipe music washing over the ringside accompanied by superb animated sequences of each fighter in action sets the scene perfectly. There's even a plausible plot thrown in for good measure. A first round knockout looks on the cards, but no, Galactic responds with a well timed combination of its own. A thumping up-tempo beat rocks the foe back on its heels, and shouts "Body Blows!" defiantly to the cowering Elfmania in the corner.

That seems to have really upset the Finnish challenger, and here it comes in a fit of Scandinavian rage. Not since the Viking invasion have we been subjected to such a fearsome Nordic sight as Elfmania, and one swift demo of the fighters' moves and everything calms down as the three protagonists realise that they may have underestimated the other challengers. A little mutual respect is certainly in order.

The opening round of any long awaited contest is usually a spectacular affair, and this one is definitely no exception to the rule. All three have gained a large amount of credit in the eyes of the paying public, but Mortal Kombat has maybe just shaded this round on points.

ROUND 2

Characters

Anxious to beat the others to the punch this time, Body Blows begins the round with an impressive display of pugilistic talent. Twelve fighters are available, all with their very own looks, personalities and special moves. The characters vary from the fairly normal-looking and blandly named Danny, to a fiery Catherine Wheel impressionist called Inferno, and the ghostly Phantom.

Elfmania rises from its stool with the words of its trainer, Terry Marque, ringing in its ears, "Go on my son, give 'em what for". EM takes to the task with gusto, parading its wares for all to see (in more than one sense). Believe it or not, some of the male characters actually fight with their wedding tackle on full and unashamed display. A sexy female elf also attempts to put off her opponents by distracting them with certain parts of her body. The referee looks certain to step in and halt the contest in the name of moral decency, but Elfmania may yet be allowed to make its nudgy way into the shops.

Eager not to miss out on any of the action, Mortal Kombat makes a late appearance. Hoping to consolidate its lead, MK proudly displays the fighters at its disposal. Liu Kang, the film star-titled Johnny Cage, and Sub-Zero (I wonder what his special fighting move will be) are all anxious to impress, and up to a certain point they do.

Unfortunately, all the characters look pretty similar (apart from the boss, Goro) and lack the varied appeal of the other two contenders. Showbusiness means everything in this game, and Mortal Kombat returns to its corner at the end of the round with a bloodied nose and a bruised ego.



ROUND 3

Fight locations

A swift once over from the cuts man and Mortal Kombat is ready to return, and this time with renewed vigour. The fight locations all have an oriental feel to them as they provide the backdrop for the tournament taking place. There is a tendency towards the similarity problem experienced with the fighters, as none of the backdrops are particularly inspiring, but then some of them actually play an interactive part with the fights. In The Pit, your opponent can be hurled onto a particularly nasty bed of spikes.

The Body Blows backdrops take the form of different planets in an imaginary solar system, and include a futuristic Earth setting as well as a jungle infested satellite named Gellorn-5. There's even a planet called Feminion which is populated entirely

by beautiful women, thereby proving that there is a heaven after all.

Elfmania's scraps take place in an equally varied group of locations, including a waterfall, a pirate ship and even a prison where the prisoners rattle their cell bars in the background. As with Body Blows, all these sites are extremely well presented and the background detail is very impressive, but this just isn't enough to compete with a backdrop which actually plays an active part in the game.





ROUND 4

Special moves

Sensing that the fight is quickly slipping from its grasp, Body Blows immediately takes the initiative and lurches forward in the hope of getting back on level terms. Each character has his or her own special moves, firing energy bolts or chucking hidden weapons, but horror of horrors, these are all accessed in the same way. Hold down the fire button for long enough and all the characters will do their party trick. Admittedly this makes the fighting easier, but it won't be enough of a challenge for most people.

The crowd begin to boo, so Mortal Kombat begins to showboat a little. An Ali shuffle, an eye-catching windmill with one arm followed by a swift jab to the head with the other soon has the baying public cheering though. A surreptitious mention of the fact that all MK characters have different special moves which are all accessed using individual joystick movements, has them standing on their seats and applauding wildly.

Jealously, Elfmnia comes forward with its special moves tucked under its ample forearms. "Look at these" roars Elfers, displaying an impressive array of special armoury. "This elf guy can move so quickly he sends his opponents into a dizzying faint. And that's not all, my Sumo character can destroy you by shaking the earth beneath your very feet!"

Mortal Kombat turns its back, not even bothering to mention that these moves are also carried out in a simplistic way reminiscent of Body Blows, and greets the end of the round with a smug grin, knowing that the lead has been consolidated.

ROUND 5

Speed

Speed being the key in this particular round, Mortal Kombat is the first on its feet and in the centre of the ring. Almost at once, Elfmnia leaves its stool ready to continue with the contest. Body Blows is the last to rise, but in its defence is still feeling a bit groggy from the last round. A quick burst of the special A1200 smelling salts from the trainer and there is little to choose from between Galactic and the Great White Finnish Hope.



ROUND 6

Two player game

Mortal Kombat simply swaggers into the ring this time, but as usual, pride comes before a fall. Elfmnia and Body Blows launch a blistering attack on the champion elect. MK has no response to the claim that a two player game involving a fight between the same character can be very confusing, as there is not enough colour differentiation between the two fighters.

After a brief knockdown and a mandatory eight-count from the referee, MK staggers back to its corner and slumps on the stool in front of the worried seconds. It's all to play for, and now we've got a real fight on our hands.

ROUND 7

Atmosphere

The rounds seem to be going quicker as the fight progresses, and I'm sure it won't be long before we see an end to this titanic tussle.

Elfmnia slugs it out with superb animation showing incredible detail such as the fighter's muscle movement, while Body Blows parries in dogged fashion with graphics of similar excellence and digitised speech effects. Mortal Kombat is still feeling a little unsure of itself after the last disastrous round, but is determined to make amends in no uncertain fashion. The graphics in MK are by far the most realistic of the three, and although it must be said that both Elfmnia and Body Blows are not striving for realism, they lack a touch of excitement and tension because of this.

The crowd begins to sense that the end is near, and the end of round bell is greeted with frenzied cheers of excitement and anticipation.



ROUND 8

Special features

Body Blows Galactic, looking a little bit ragged around the edges now, slowly shambles forward looking for a knockout punch. Its Tournament option allows either four or eight players to participate in a sort of round-robin punch up.

Elfmnia ducks the desperate haymaker and replies with a subtle little jab in the form of its 'Connect 4' style gameplay. Instead of just progressing on to the next fighter after a bout has been won, you progress your way across a map of Elfmnia choosing another opponent in a different part of the country, in an attempt to join together an unbroken line of victories.

This is a welcome difference from the usual format, and constitutes a clever and well timed punch that sends Body Blows onto the canvas.

Ten seconds later and there are only two



contestants left in the ring. Flushed with success, Elfmnia attempts to repeat the punch on Mortal Kombat, but is flattened with a spectacular right hook in the shape of MK's special 'Test of Strength' sub-level, which invites the player to try and chop through blocks of wood, rock and iron at certain points in the game. Elfmnia tries to get up from the canvas, but is knocked unconsciousness by Mortal Kombat's spine danglely gruesome death moves. This time it's all over.

Score Card

ROUND	MORTAL KOMBAT	ELF MANIA	BODY BLOWS GALACTIC
1. PRESENTATION	CHAMP!	CANVAS EATER	GALLANT LOSER
2. CHARACTERS	CANVAS EATER	CHAMP!	GALLANT LOSER
3. FIGHT LOCATIONS	CHAMP!	SHARED	SHARED
4. SPECIAL MOVES	CHAMP!	GALLANT LOSER	CANVAS EATER
5. SPEED	CHAMP!	SHARED	SHARED
6. TWO PLAYER GAME	CANVAS EATER	GALLANT LOSER	CHAMP!
7. ATMOSPHERE	GALLANT LOSER	JOINT CHAMP!	JOINT CHAMP!
8. SPECIAL FEATURES	CHAMP!	CANVAS EATER	GALLANT LOSER

What can I say that hasn't already been spouted in the ludicrously over the top commentary. Amazing speed of gameplay, superb sound and graphics, and as for the interactive backgrounds to the fights, well that's just the icing on the cake as far as I'm concerned. I don't think I'm exaggerating when I say that Mortal Kombat sets the standard for all beat'em-ups in the future. If anything ever comes close I'll be amazed.

REVIEWED BY: Neil

SECOND OPINION
Mortal Kombat in the arcade was a top game. The Amiga version maintains this high level of quality for what is without doubt, the ultimate Amiga beat'em-up.

OPINION BY: Steve

OVERALL SCORE
91%

Elfmania never seemed destined to take the ultimate prize back to its native Scandinavia, but can be well pleased with its gallant showing in this bout to end all bouts. Bags of thought and originality have obviously gone into the design of the game, but when you come up against games of the quality of Mortal Kombat, it's always going to be an uphill struggle. Not the essential beat'em-up but a damn good game nonetheless.

REVIEWED BY: Neil

SECOND OPINION
The thing that appeals to me most about Elfmania is that it is that little bit different to your everyday, run-of-the-mill beat'em-up. My own personal favourite.

OPINION BY: Rachel

OVERALL SCORE
85%

In all fights there has to be one loser and in this particular case it's got to be Body Blows Galactic. Is loser the right word though? I mean let's face it, a game that can muster a score of 84% is definitely not one to be disregarded completely. If at all for that matter. The original Body Blows was a superb game, and Galactic has done nothing but enhance the reputation of Team 17. Body Blows 3 will be just as eagerly awaited as any follow ups to the others.

REVIEWED BY: Neil

SECOND OPINION
I liked the original Body Blows, but the sequel is rather similar, it must be said. Not quite Mortal Kombat, but if you're a beat'em-up freak, this is well worth checking out.

OPINION BY: Paul

OVERALL SCORE
84%

Differences

Well, let's have a look. Team 17 like to give a bit of variation, and have kindly provided an A1200 specific version of Body Blows Galactic. More detailed backgrounds seem to constitute the major changes, and talking about major changes - er, that's about it. The main problem reviewing these three games is that all of them are excellent, and although the A1200 provides a little bit of extra speed and lessens between screen loading times, the fact is that all are well worth buying for their standard-functioning capabilities. What a big differences box, I'm glad to see the back of that, believe me...

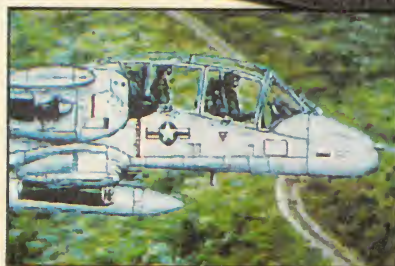
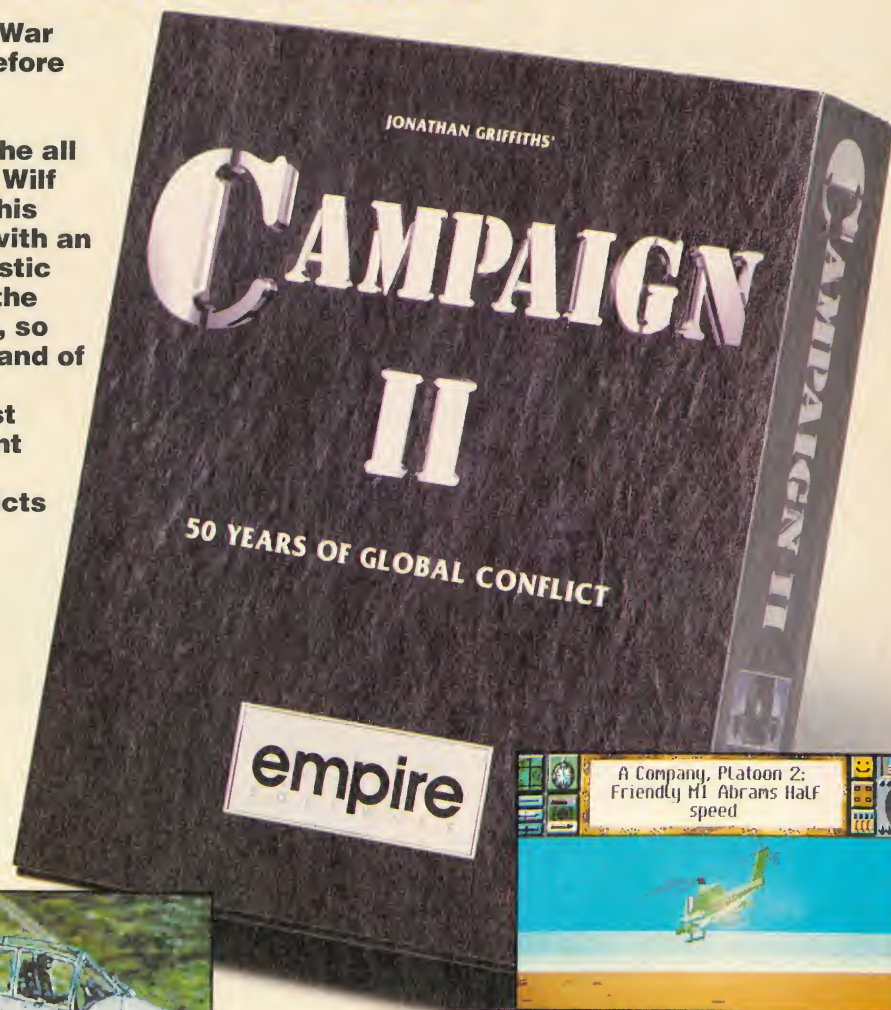
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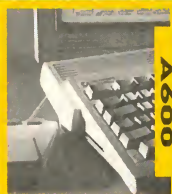


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ACTION REVIEW ARCADE STRAT



"War has never been so much fun" say Sensible Software. And you know what, it hasn't!



▲ Boot Hill is not only where your heroes are buried, but also where new recruits can be found.

CANNON FODDER

Bit of a controversial incident going on here I think. You can tell right from the outset when the title screen boldly informs you that this product is in absolutely no way endorsed by the Royal British Legion. This has obviously been included for a reason (see our news pages for more information), but I do seem to remember that there was some kind of protest by the famous war veterans association.

Cannon Fodder is controversial all round come to think of it. From the game's slogan, which tells you "war has never been so much fun", right through to the dubious nature of the gameplay, the subject matter is dodgy to say the least. And to be honest I don't care. I'm sure many people will be up in arms at the mere thought of the game. But don't get me wrong, I can understand why any decent parent would be concerned that something as insignificant as a game would give their offspring the wrong impression about something as gruesome as war. Nevertheless I really do feel that anything other than mild concern



◀ Enemy soldiers can be lurking just about anywhere. Be especially watchful of the tree line.

would be an over reaction. After all, it is just harmless fun, and to hopefully set your minds at rest, I looked at Cannon Fodder immediately after looking at that other highly controversial game, Mortal Kombat. So I can honestly say that I didn't notice myself having any abnormally violent

tendencies, at least until Paul happened to return to his desk that is.

Cannon Fodder is programmed by Sensible Software who need absolutely no introduction to anyone. But just in case you don't know, they are the team behind what is arguably the most playable and enjoyable game ever seen – Sensible Soccer. At least, that was probably the best, as at this moment in time I firmly believe this release to better it in terms of, well, everything. I know it's a different type of game to Soccer, but the main appeal for a lot of people lies in the fact that it is easily accessible to everyone, whether they like football or not. Cannon Fodder has exactly that same quality. No matter what type of game you prefer you are guaranteed to love this.

You control a team of, for want of a better word, squaddies who must risk themselves in a series of increasingly dangerous missions. These fall



▲ The map screen will allow you to survey your progress in each particular mission. Very handy if you lose your bearings.

▼ A firefight has ensued. It's certainly dog eat dog in these situations.



MISSION 5

◀ Before each mission your squad is deployed behind enemy lines, by means of this particular helicopter.

There are seven different ▶ mission types, but the major one early on is to destroy all of the enemy buildings in the vicinity.

▲ The drop off point for this mission just happens to be directly behind an enemy soldier.

▲ With that first enemy despatched the troop scouts around for more.

▲ Cannon Fodder gives you the opportunity to split your squad into groups.

DER

into seven main categories: kill all of the enemy, destroy enemy buildings, destroy an enemy factory, rescue all hostages, kidnap an enemy leader, protect all civilians and get them all home.

To begin with you will not be thrown in at the deep end. Sensibly you are taken through a series of what are basically training missions to allow you to become accustomed to the way things work. You are never allowed to become complacent though, as the next mission is always guaranteed to push you just that little bit further. And when you get into the later stages there are some really stiff tasks that require some heavy duty thought from you, not to mention a sprinkling of strategic planning.

One important factor to remember is that you are not actually a member of the team in the physical sense, but control the actions of your men from a distance. You cannot actually come to any harm, so if you want to try something but aren't entirely sure that it is a

good idea, who cares? Go right ahead and try it anyway. Doesn't matter if a few of your guys bite the bullet. They're expendable. Just go and sign up a few more eager recruits from Boot Hill and try your luck once again.

At your troops' disposal are many different varieties of vehicles and weapons. To begin with they are on foot, but later on transport ranges from jeeps to skidooz (jet ski type vehicles that can travel across snow and ice).

Super bazooka

Weapons include the standard issue machine gun, grenades and bazookas, but the more explosive weapons will need to be found lying around. You will also have to be alert at all times to booby traps. Absolutely any object could lead to the demise of several members of your troop, so vigilance is paramount. I have lost count of the amount of times my men have been blown to smithereens by a wired tree or even a snowman, but once you've been hit by one once you will not be hit by it again.

Above all it is the gruesomely realistic touches which stand out in Cannon Fodder. The dead soldiers floating face down in the river never fail to crack me up and there really is nothing quite like hearing the tortured screams of a mortally wounded enemy before putting him out of his misery with a single round to the head.

I don't like marking games excessively high. No game ever comes that close to perfection, and it has to be an exceptional game if it is going to get much over ninety from me. I never thought I would say it, but I think Cannon Fodder is just that game. Outstanding in every department.

◀ Cannon Fodder is packed with realistic touches, such as this one, with the soldier floating face down.

THE LOW-DOWN

PUBLISHER: Virgin
CONTACT: 081 964 8242
TEAM: Sensible Software
PRICE: \$29.99

S C O R I N G	
GRAPHICS	89%
SOUND	92%
PLAYABILITY	95%
DIFFICULTY	Spot on

Only last month in my Frontier review, I stated that I had only given that game 93% because no game would ever be less than seven per cent from perfection. Sensible Software have forced me to eat those words almost immediately. Not that I mind though, when I have something as good as this to console myself with. They had the best game of '92 with Sensible Soccer, and have easily done so again with Cannon Fodder.

REVIEWED BY: Steve

SECOND OPINION

They left it late, but Sensible have come up with the game of the year. Brilliant in every way, it will appeal to everyone, and is sure to hit the number one spot and stay there forever.

OPINION BY: Paul

OVERALL SCORE

94%



ACTION REVIEW PUZZLE



**Dinosaur mania is spreading!
You've escaped Jurassic Park...
now escape the Dinosaur Detective
Agency if you dare!**



SHERLOCH NESS AND THE DINOSAUR DETECTIVE AGENCY



In case you haven't already had enough of dinosaurs, Alternative Software have raised yet another hero from the dust to grab your attention and your money. Armed with his trusty camera and magnifying glass Sherlock (our hero) sets off to collect the masses of evidence leading to the capture of the dratted culprits of various nasty crimes.

From the offset of his journey he is plagued with little scoundrels in the form of Brontosaurus and Pterodactyls who are determined to knock him off his track and into the dingiest dinosaur depths. But our hero will not be

overcome as he is determined to solve all the clues and catch the guilty party in the act.

This is definitely not as easy as it sounds. (And it sounds jazzy with five original and five classical tunes.) In fact it is pretty difficult. There are four cases and Sherlock Ness is commissioned to solve each one. The aim of the game is to work your way through a maze of puzzles and to grab a snap of the ever-elusive culprit.

Despite the odds Sherlock has to also collect flashbulbs to equip his camera in readiness for when he is faced with the culprit. As with any good detective story he needs evidence that he has caught the suspect, and his mighty camera is that infallible witness. It is necessary to use shots sparingly, as they are Sherlock's sole source of evidence. Having said that the camera is invaluable for blinding any pesky spiders or other such baddies, giving just enough time to nip past them.

Always a good tip to remember is to pick up any friendly dinosaur faces as these serve to renew energy and are extremely valuable assets if Sherlock is to make the final level. If he can also pick up the dotted golden coins along his tumultuous track, then he reaps the reward of bonus points.

To get around Sherlock is nifty as well as quick thinking. Jumping and bouncing is all very well to escape danger and reach the higher terrains, but burrowing is called for too. By tucking himself up into a little ball he is able to dig or climb whenever the texture of the ground allows him.

The Looney Tunes style arcade adventure has colourful graphics and is as much fun as its sound track. It definitely provides a puzzle, while the sub games set in wild cowboy style, a street and a kitchen all provide interesting alternative settings.

It's not so puzzling that it is completely inaccessible though, and with a little thought and application, the later levels can be reached and savoured in all their prehistoric splendour. A good effort from Alternative.



THE LOW-DOWN

PUBLISHER: Alternative Software
CONTACT: 0977 797777
TEAM: In House
PRICE: £16.99

SCORING

GRAPHICS	82%
SOUND	84%
PLAYABILITY	87%
DIFFICULTY	Spot on

Sherlock's capers certainly provide a source of heightened activity as he leaps, bounds and burrows. As well as providing fun graphics, Alternative Software have also provided tricky puzzles which maintain the interest in finding the culprit. The game does encourage players to think on their toes to conquer the set quest. Having said all that dinosaurs are becoming old hat and every possibility of exploiting them must have been drained by now.

REVIEWED BY: Rachel

SECOND OPINION

A nice idea carried out reasonably well, Sherlock's and the DDA will probably appeal to a limited audience only, and did seem rather basic overall.

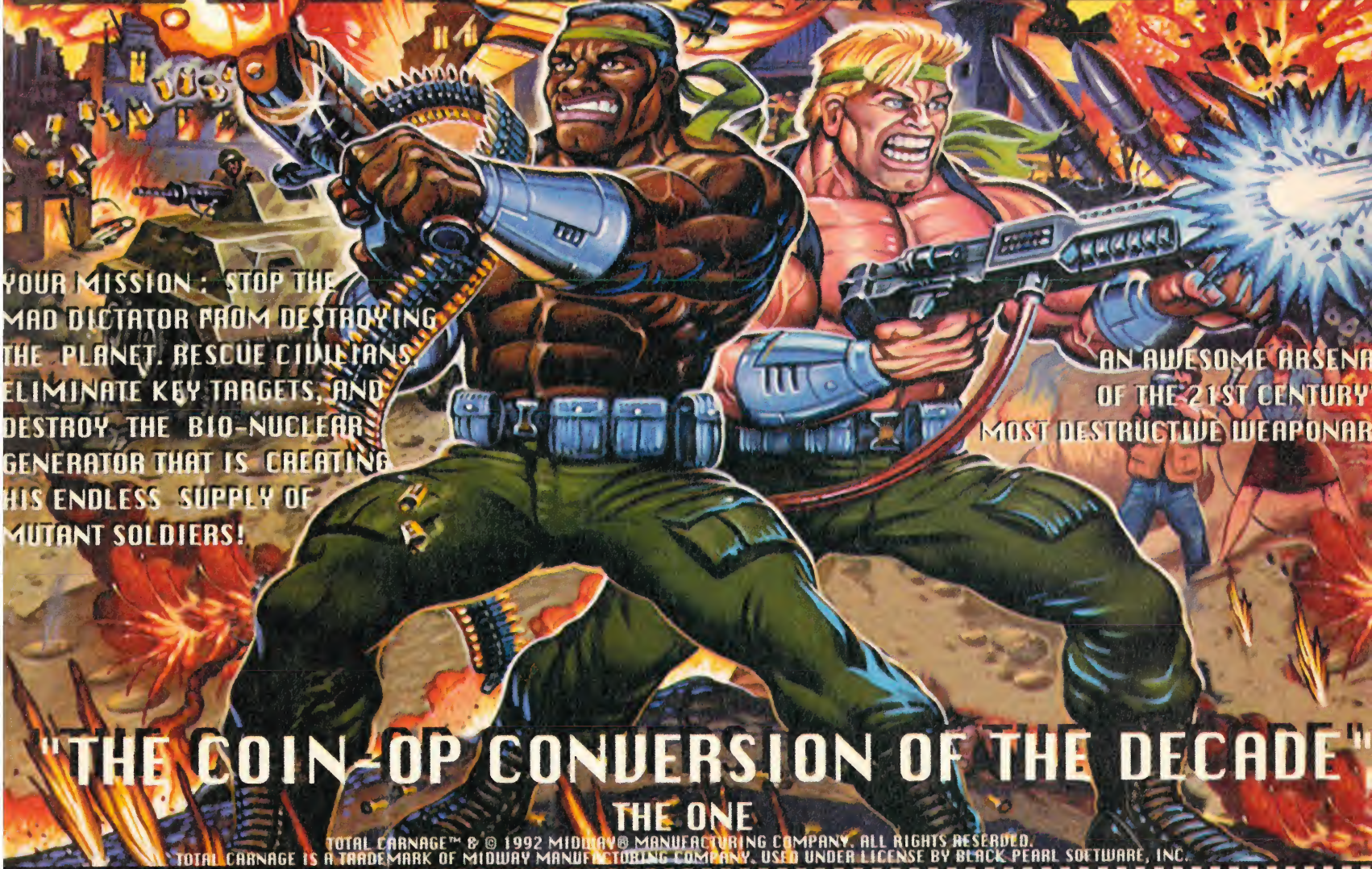
OPINION BY: Paul

OVERALL SCORE

84%



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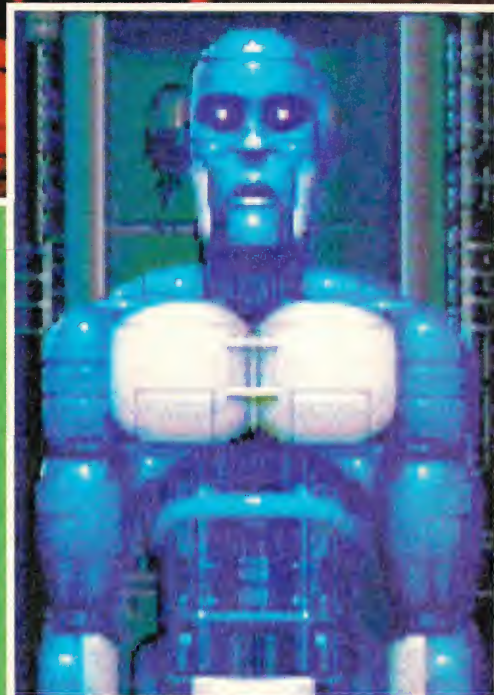
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ACTION REVIEW ARCADE STRAT



CD32

▼ Trill's droids help their master home after a particularly heavy session down at the boozier.



Venture into the future with a smile on your face, a droid under each arm and a brand new CD32 in your spacious backpocket.

Now the CD32 machine has come in for a bit of stick from certain quarters recently, not least in the dodgy joypad department. So it came as a nice surprise to learn that at least one reputable software company have decided to 'go for broke' as it were and invest an enormous amount of dosh in the new technology.

Mindscape have taken a break from promoting Alfred Chicken (until the next byelection at least), and are devoting an awful lot of time and money to the production of what is easily the most ambitious and impressive CD32 project to date.

Liberation is the sequel to the highly successful

Captive of misty memory, which had RPG fanatics quite literally foaming at the mouth as they eulogized about how great it was. A few short years later, enter a new hi-tech gizmo, and enter Captive 2 to transport role players to even greater heights of unashamed enthusiasm.

The action takes place on Earth in the 27th Century, a planet very different from what we know today. The Earth is dying as a combined result of adverse weather conditions and commercial exploitation by a small number of large, scruple-free organisations.

One of these corporations has been given the role of law enforcement agency, and as is usually the

case when profit comes before service, any problems are quickly and efficiently hushed up before being brushed under the carpet.

Recent disturbing evidence has come to light linking a new model of security droid with the murder of suspects during routine interrogations. However, having spent a fortune on developing the droids, the security people are determined that this investment should not go to waste, and have mounted a cover up operation to protect their interests. The cover up involves framing innocent civilians for the murder of the interrogated suspects, so straight from the off we are left in no doubt about who the real baddies are.

Oversized weapon

Only one man can see through this bureaucratic sham, and it's down to you to play the part of the good guy in pursuit of truth, honour, justice and all that other really righteous stuff.

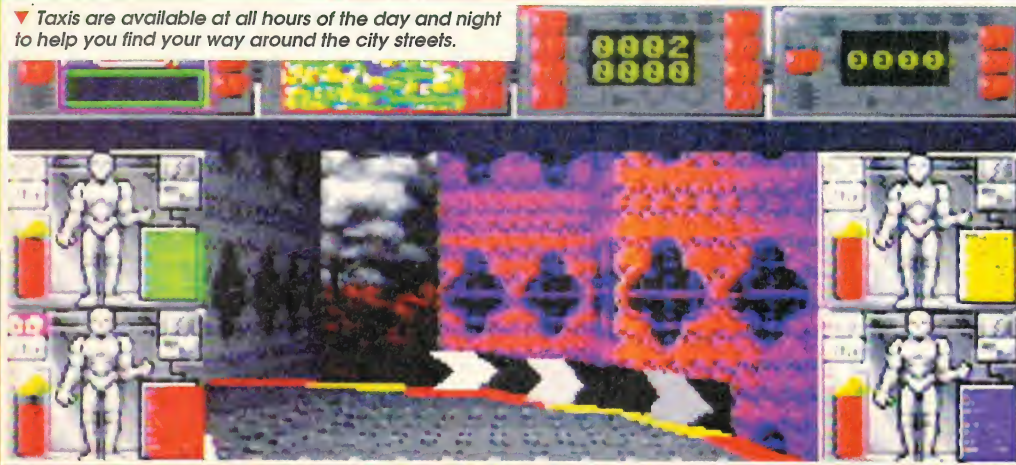
If Liberation was a Hollywood blockbuster, it would probably be another convenient excuse for Arnold Schwarzenegger to strap his ridiculously oversized weapon into his holster, and grunt his way around a futuristic landscape, shootin' and-a blaspheming as he goes. In this computer generated world however, the hero goes by the name of Trill. Hats off to Mindscape for creating the first computer character to be named after a brand of bird seed.

Absurd monickers apart, you soon begin to realise after loading that something special is about to happen. A dazzlingly effective animated intro sequence bursts out of the screen at you, accompanied by a specially commissioned dark atmospheric orchestral piece. The CD32 really does come into it's own at this point, with the stunning graphics, superb digitised speech and moody music pushing the little box of tricks to it's limits. The whole intro sequence even bears watching more than once, which is virtually unheard of here at Amiga Action Towers.

Once you've managed to drag yourself away from the animation it's into the game itself, and the bleakness of the planet and its cities hits you

A
AMIGA ACTION
ACCOLADE

▼ Taxis are available at all hours of the day and night to help you find your way around the city streets.

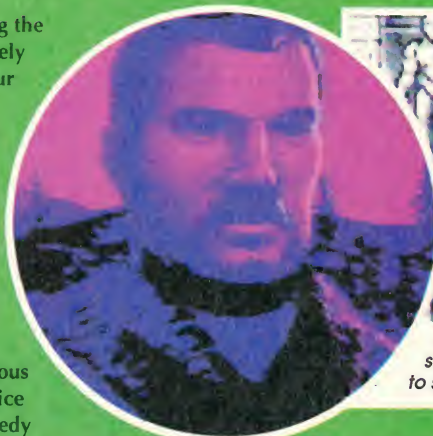


LIBERATION

immediately. Playing the part of Trill, and safely cocooned inside your extremely hi-tech hideaway, you must direct a team of four droids around each city by remote control. On their travels they will happen upon dour, dank and characterless buildings, over-zealous policemen, rude office receptionists and seedy underworld characters. In fact, if you weren't sat in front of the telly, you could almost be in the centre of Manchester. All that is needed to complete the picture is storm clouds and the disgusting whiff from the Boddington's brewery (maybe Mindscape will include a scratch n' sniff card with their next game).

Anyway, by walking around and conversing with the city's inhabitants, the droids gradually build up enough information to provide evidence of a conspiracy within the ranks of the security forces, thereby freeing the innocents who have been framed for the interrogation murders by the police and completing the game. Sounds easy enough doesn't it,

▼ *cen es reminiscent of the 1980's miners' strike are used during the intro sequence to create the gloomy atmosphere of Liberation.*



▲ *Killing securidroids provides an endless source of fun and amusement. They do like to shoot back though, so be warned.*

but is anything ever that simple? I don't think so.

The cities are split into nine separate zones, which in turn are divided into three different levels, making the gameplaying area absolutely enormous. The action actually takes place in real time, and all the characters you come across are subject to varying personalities.

Depending upon how a certain person is feeling, they may wish to furnish you with the details you require, or alternatively they may not. Bribery, force and politeness are all methods which can be used to extract relevant information, but your level of success depends primarily upon judging a character's mood so that you know the right way to approach them.

All in all there are over 4000 levels to complete, and thousands of puzzles thrown in for good measure too, so the depth and longevity of the game are definitely not in question. The real time gameplay adds a touch of realism too, and although Liberation is a long way from achieving its virtual reality pretensions, it has all the ingredients to become a classic and may well become a way of life for some.

▼ *Breathe easily couch potatoes 'cos there's tellys in the future too. The programs look a bit bland though.*

THE LOW-DOWN

PUBLISHER: Mindscape
CONTACT: 0444 246333
TEAM: In House
PRICE: \$39.99

S C O R I N G	
GRAPHICS	84%
SOUND	94%
PLAYABILITY	90%
DIFFICULTY	Average

Mindscape are extremely proud of Liberation, and have invested an awful lot of money in the development of this groundbreaking venture. Their undoubted commitment to the CD32 should also be applauded, and if this is the shape of things to come in this particular format, the future looks very rosy indeed for Commodore and their little baby. Even the much maligned joypad is a joy to use, and that's got to be worth something.

REVIEWED BY: Neil

SECOND OPINION

It's about time, that's all I can say. People who forked out for a CD32 have been badly let down so far, but Liberation is certainly a massive step in the right direction.

OPINION BY: Steve

OVERALL SCORE

90%

ACTION REVIEW SHOOT'EM UP



▼ This building is going to look even more of a ruin in a second or two.

JET STRIKE

Industrial action threatened at a well-known chain of petrol stations. Or perhaps not, as the case may be.

Alternative Software have cagily described this new release as a 'flight (simulation) game', and upon loading it quickly becomes clear that Jet Strike is definitely more game than simulation.

The action begins on an extremely dodgy looking representation of a runway, with a small trainer plane sitting atop the tarmac looking a bit like a mosquito with a bloodied nose. One swift joystick waggle later, and this insectile killing machine begins to crawl its way past a clutch of shoebox-style aircraft buildings before finally lurching into the sky with about as much grace as Cyril Smith performing a triple backward somersault with pike and tuck.

Bombs away

Yes, you've guessed it, the graphics are pretty abysmal to say the least. In fact when I first saw Jet Strike I was convinced that I had loaded a PD game by mistake. Undaunted by this, and attempting to smother a pompous sneer, I carried on regardless in the sure knowledge that I would be able to stick the boot in when it came to writing this review. My poison pencil was sharpened even further when I



▲ These are the results of my attempt at 'Operation Certain Death by Horrendous Fireball'.

spent the next 10 minutes crashing into all manner of concrete constructions due to the frustrating nature of the controls.

I was on the verge of consigning the whole caboodle (disks and instructions) to the very darkest recesses of the ridiculously overflowing games cupboard when I managed to land my plane for the first time. Almost at once my interest was rekindled, and from that moment on there was no stopping me. A few more minutes practice, and suddenly I was Tom Cruise roaring above the waves in my mirrored shades and platform shoes (he's only about five feet tall in real life you know), and before I could say "that Kelly McGillis has got a bit fat these days hasn't she", I was completely engrossed.

Training missions complete and several practice runs behind me, I was then ready for a bit of the real thing. Combat.

I swooped, I roared, I was the Sonic Boom Boy. Anything and everything was a legitimate target for my frantic machine gun fire, and I ploughed my winged demon into the unyielding landscape on many a kamikaze occasion. Basically what I'm trying to say is that I was enjoying myself, and it takes more than a few poor graphics to dampen my enthusiasm, yes siree Jim Bob!

▼ Two nice shiny metal planes flying in formation above the oh-so-fluffy cotton wool clouds.



THE LOW-DOWN

PUBLISHER: Alternative Software
CONTACT: 0977 797777
TEAM: Rasputin Software
PRICE: £25.99

S C O R I N G	
GRAPHICS	63%
SOUND	71%
PLAYABILITY	80%
DIFFICULTY	Average

Jet Strike is by no means a classic, and is definitely one for serious flight sim fans to shy away from, but it's good value entertainment nonetheless. Once you get the hang of the controls there'll be no stopping you, and there are quite literally loads and loads of missions to carry out. If I do have a complaint (apart from the graphics), it's that the game is a little overpriced and would probably be better suited as a first time budget release.

REVIEWED BY: Neil

SECOND OPINION

OK, it may look like something from the depths of PD, but it plays very well. Perhaps a little overpriced, but for good, clean fun, this is one of the best I've played in a long time.

OPINION BY: Steve

OVERALL SCORE

75%

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Which computer(s), if any, do you own? _____ 1048

ACTION REVIEW SHOOT'EM UP



CD32

MICROCOSM

Ever fancied shrinking and venturing into the brain? Go ahead...

In a galaxy far, far away the war between Cybertech and Axiom has been raging for longer than the enemies care to remember. Cybertech, the largest corporation, was merely an innocent enemy to their ruthless competitor who blamed them for the untimely death of their former President - an act that Argen Stark could not forgive.

When Cybertech's Chief Research Scientist suggests controlling Cybertech through the existing President by implanting a miniaturised brain-manipulation droid, Stark the President of Axiom perks up. This was the opportunity he was holding out for, the chance to manipulate every move and every corporate decision Cybertech would ever make. The chance for his revenge. And the beauty of it all is that nobody need ever know- not even Korsby, their current President.

If this sounds sinister it looks it too. The graphics are presented in a cinematic 1920's style, incorporating a particularly brilliant piece of intro footage, with the suit-clad people filmed against a background of texture maps which creates the dark, eerie prologue. To capture the unique atmosphere, 44,000 frames of rendered

information take the game into the dimensions of creative media.

From the planets right down to the Way Station the action presentation envelops the player in the game. The dark action-filled intro is a credit to the designers, who are responsible for the excellent computer directed models with the super imposition of realistic people.

You are taken inside the story to the point where both companies have decided to inject a human guinea pig at roughly the same time. The difference is that Cybertech is researching for the good of mankind, and their arch rival, Axiom is interested only in self gain and profit.

The unfortunate victim undergoes an out-of-this galaxy operation. Worked upon by the doctor, the sinister op displays the dicey dealings behind the closed doors of an alien operating room. The needle has been inserted and a countering operation must be performed immediately.

Seek and destroy

As the good guy working for Cybertech you are injected into the human body in order to destroy the evil Axiom agents who are rampaging through the body of the innocent Cybertech patient. The first area to be explored is the Cephalic vein - the large vein running down the side of the forehead. From the moment the probe enters the body we are thrown into a world which increases in speed and confusion. The human body is alive in graphic detail with everything from blood flowing and veins pumping, to lungs breathing and the heart beating.

The player is greeted with a whirlwind of capillary tubes. You know nothing about the world you have entered but that it is different from anything you have experienced before, as well as being by far the most dangerous mission you have ever attempted.

▼ It seems this fearsome man left his guacomole facepack on too long.



▲ A vicious pod-like enemy hurtles its way through the victim's blood.



The overwhelming visuals are taking their toll mesmerising you when the first of the enemies attack. These arrive in the form of red and white blood cells. This calls for strategic planning. It is not necessarily the best idea to simply blast them with the onboard weaponry. This move would result in definite death if the balance of the different types of blood cells were to change.

To continue the road to conquering the alien bug it is vital that you navigate your way around them, trying not to get hit which results in a loss of energy. Although the shock of the intricately

THE LOW-DOWN

PUBLISHER: Psygnosis
CONTACT: 051 709 5755
TEAM: Psygnosis (London)
PRICE: \$29.99

S C O R I N G	
GRAPHICS	92%
SOUND	85%
PLAYABILITY	87%
DIFFICULTY	Average

To find out the meaning of interactive media simply play Microcosm. The introduction sequence is excellent and the ideas superb and futuristic. Having praised the effort behind the ground-breaking graphics though, it must be said that the actual gameplay has suffered as a result. Flying through capillaries, shooting the enemy, and simply deciding which route to take rapidly becomes tedious though. Potential for Microcosm 2?

REVIEWED BY: Rachel

SECOND OPINION

Couldn't agree more I'm afraid. Snazzy animated intros do not maketh the game as far as I'm concerned, and once the actual game starts, things go rapidly downhill at an alarming rate of knots.

OPINION BY: Neil

OVERALL SCORE

84%



An example of the amazingly detailed graphics which dominate Microsom.



animated cells are an initial attraction, after flying round capillaries of exactly the same appearance the novelty soon wears off and the game takes on a slightly samey feel.

Pace race

There is no time for tea breaks in this game. Within a split second the next batch of enemies launch an attack. This is in the form of toxins and germs which can be easily exterminated by the single shot laser which is the only form of weaponry available at this stage in the game. When the enemy rears its ugly head enclosed in their heavily armoured pods, the time is ripe to seek out and collect more powerful weapons. These are sparsely scattered throughout the inner walls and veins of the body, and you are up against the clock as you race to chase the pods before they reach the body's vital organs in that painful, fatal style.

Admittedly the graphics from Microcosm are excellent but after a while the gameplay grows slightly tedious, as most major decision seems to be which direction to take at the next fork. There are five levels to the futuristic game, ranging from chases around the blood and one side of the brain, to the bone, heart and eventually across to the other side of the brain.

Microcosm unashamedly borrows a good deal of its plot from the Fantastic Journey, and many of its scenarios hail from from the Spielberg movie Inner Space (Hey, you'd never guess - Paul).

If a fast chase with an exciting scenario is your style and you follow the concept that objects such as men and probes can be shrunk to microscopic proportions and injected into a human then Microcosm is definitely up your (albeit similar) street.



▲ Deciding which capillary to take is the least of your worries - spikey enemies lurk.



▲ An overview inside the brain helps you focus on the least damaging strategic route.



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ACTION REVIEW STRATEGY

It's back to the good old days of war, pestilence, famine and untimely noble deaths.



▲ The British Isles in all (or rather, most) of it's glory. Cornwall seems to think it's a country in it's own right.

KINGMAKER

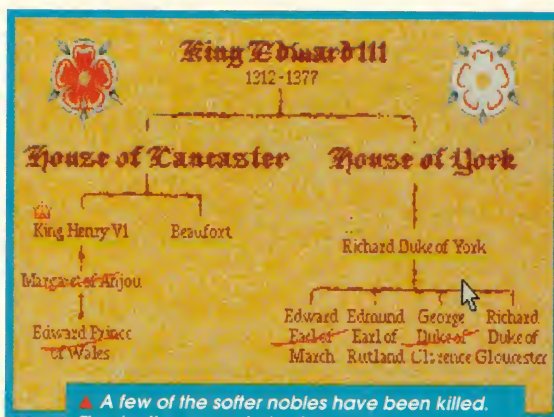
Way back in 1974, when flared trousers were the order of the day, and the embryonic Take That were still soiling their nappies (they still are aren't they - Ed), a boardgame entitled Kingmaker first saw the light of day. Almost 20 years, and hundreds of thousands of sales later, this recreation of the War of the Roses is still going strong, and now for the first time has been kindly converted into a form suitable for your lovely Amiga.

For those of you who are familiar with the boardgame version and may be a bit lacking in the mates department, Kingmaker has all the same rules and features as your favourite medieval masterpiece, and also offers the computer as a willing opponent.

The majority though will probably have no idea what it's all about, so here's a helpful insight into the world of chain mail and them funny helmets with the bit of metal at the front to protect your nose.

Residents of Lancashire (small-minded, ugly, smelly people) (watch it, friend of the animals - Paul) and Yorkshire (an extremely intelligent and good

▲ Close-ups show the movement of your factions.



▲ A few of the softer nobles have been killed. They're the ones who've been crossed out.

looking bunch of folk) will know at least the basics of the War of the Roses, and that it was a particularly pointless affair that they teach you about in those boring history lessons at school.

Kingmaker attempts to simulate this period by including all the warring noblemen of the time, and gosh! even their heraldic shields are historically accurate, so I'm informed. Such attention to detail is apparent throughout the game, and it's obvious that a great deal of time and effort has gone into faithfully recreating the original boardgame version. In fact, the publicity material claims that the game has been in development for over 18 months - isn't that amazing!

As the title suggests, the general idea is to mobilise your forces and elevate your chosen monarch-to-be to the crown. This is achieved by guiding your troops through the British Isles, executing and pillaging as they go, until all your rivals have been eliminated. Your chosen monarch is then crowned, and you have achieved your goal of becoming Kingmaker.

The mouse controlled system makes playing the game simple enough, and US Gold are particularly pleased with the fact that there is no 'perfect' strategy which wins time and time again. Fans of the original boardgame and novice strategists alike should find that Kingmaker provides them with an ample slice of "Aha - this isn't half bad" cake.

THE LOW-DOWN

PUBLISHER: US Gold
CONTACT: 021 625 3366
TEAM: In House
PRICE: £35.99

SCORING

GRAPHICS	70%
SOUND	68%
PLAYABILITY	85%
DIFFICULTY	Variable

I've been a bit disappointed with the latest crop of strategy games, so Kingmaker comes as a pleasant surprise. I suppose that buying the rights to a very successful and established boardgame was a pretty shrewd move by US Gold, as they knew that with the right development they would be onto a winner. They certainly deserve a small pat on the back. A1200 owners will find that the gameplay is a little quicker, and that's about it.

REVIEWED BY: Neil

SECOND OPINION

Sorry. A miss for me. Everything in Kingmaker is far too slow for my impatient taste, and I can't help feeling that the near 40 quid price tag is a little too high.

OPINION BY: Paul

OVERALL SCORE

81%

▲ Looks like Roos is outnumbered. A hasty and cowardly retreat looks to be the best option.

ACTION REVIEW PLATFORM



Film tie-ins are generally a bit iffy. This one is no exception.

SUBURBAN COMMANDO

I feel the urge to write this whole review in capital letters, but realise that it would stand very little chance of making it through our militaristic subbing regime. This may sound like a strange urge to you, but seeing as the game's main character is a professional wrestler it seems strangely appropriate.

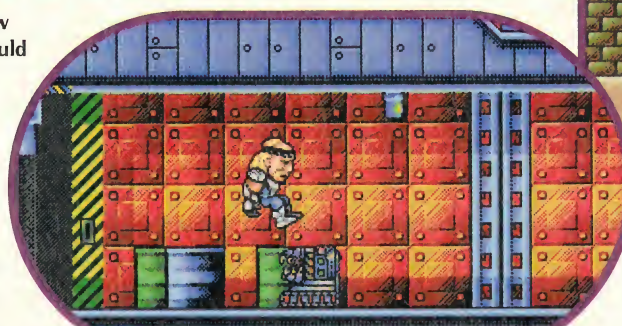
It has always puzzled me why all of these so-called sportsmen feel the urge to stand two feet away from a camera and shout very loud for a couple of minutes.

Anyway, that is not really relevant here, so I'll just get on with it shall I? The game itself has absolutely nothing to do with wrestling whatsoever, and as the title would suggest, is loosely tied in with the film of the same name.

I haven't seen the film, but apparently the main character, Shep Ramsey is fighting the forces of evil commanded by the dreaded General Sutor.

Following an epic space battle Shep's damaged ship crash-lands in an old deserted discotheque.

Unfortunately, for Shep at least, the General discovers his location and sends a team of bounty



You take yet another hit. Better get practising those wrestling manoeuvres.

hunters after him. Shep realises that the only way to rid the universe of the General's evil is in a fight to the finish on Earth.

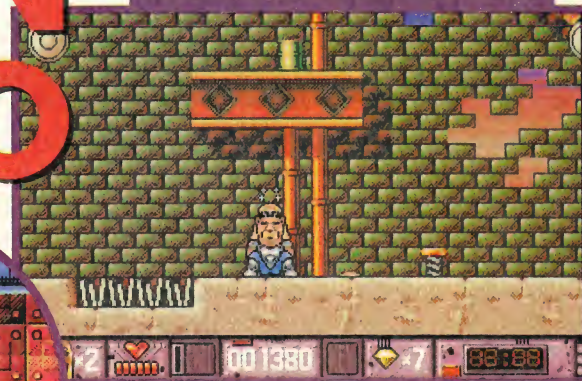
Second rate

The game takes place over seven wildly varied levels which range from standard shoot 'em-up action to fast and frantic platform scenarios, none of which, I am afraid to say, are particularly exciting. The whole game is distinctly second rate if you ask me, and this

is particularly disappointing, as far as Alternative are concerned, what with Sherlock Ness and the Dinosaur Detective Agency and the excellent Jet Strike.

The shoot 'em-up section is very difficult at first, and seeing as this is the opening sequence I'm sure this is going to be very off putting to the player. When you finally succeed the platform sections are a real let down and you find it hard to justify the effort of getting through the first part to play this, and to be honest, I would be very surprised if anyone could be bothered playing this for more than an hour at the absolute most.

Hulk, sorry Shep, gets dazed quite often, at least he does when I'm playing.



THE LOW-DOWN

PUBLISHER: Alternative Software
CONTACT: 0709 797777
TEAM: In House
PRICE: £24.99

SCORING

GRAPHICS	73%
SOUND	64%
PLAYABILITY	62%
DIFFICULTY	Tricky

It is sad to see Alternative letting themselves down by releasing this in what has otherwise been a good month for them. Obviously this is pitched at the kid's market, as indeed was the film, but if this is the case, why is it so difficult to get into? I can't think of many kids who will persevere. The graphics are quite nice, with a good cartoony feel, but they really aren't enough to save the game from tumbling into the mediocrity category.

REVIEWED BY: Steve

SECOND OPINION

Definitely the poor relation of this month's Alternative trio. The main sprite doesn't pack the punch I'd expect of Hulk Hogan, and the action isn't quite as frantic as it might have been.

OPINION BY: Paul

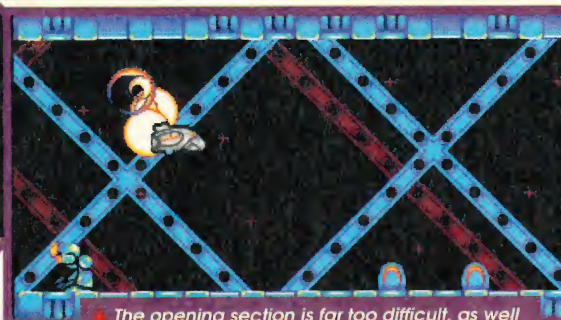
OVERALL SCORE

58%

Not really fair, but with your fists of doom you are a match for any gun.

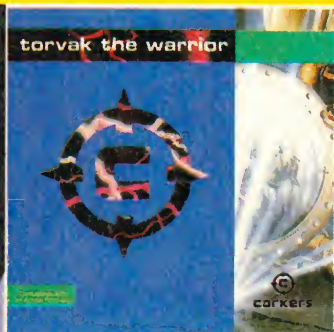


It has to be said that the shoot 'em-up section is nothing more than a poor mans Project X, and that wasn't very good either.



The opening section is far too difficult, as well as not being very good.

the cult classic collection



Commodore
Amiga
Atari ST

ZERO 87%

“Superior game
of the hack 'n' slash
genre.”



Commodore
Amiga
Atari ST

CU Amiga 90%

“...superb graphics
and some of the
best animation
that you're likely
to see on the
Amiga. Great fun
and Core Design's
best game so far.”

ACE 94%

“Core Design
takes a
graphically
stunning
journey
into the
world of
Cybernetics.”



Commodore
Amiga
Atari ST
IBM PC

Commodore
Amiga
Atari ST



ZERO 88%

“The scrolling,
animation and colour
are all of a high
standard, but it's the
play that wins the day.
This is particularly true
of the two-player
version, but even for
one player, the action
is tough and just keeps
on going... War Zone
is an excellent arcade
shoot-em-up.”

make the space

16 bit quality at only
£9.99

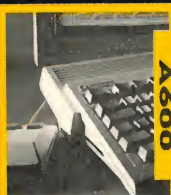
stay where
it's at

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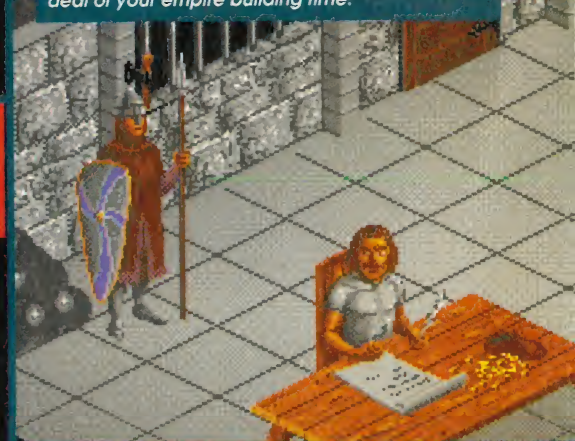


corkers

ACTION REVIEW STRATEGY



Administrative matters will take up a great deal of your empire building time.



Town Planning



- | | |
|----------------------|-----------------|
| a. Active zone | k. Statistics |
| b. Mini-Map | l. Destruction |
| c. Gold | m. Construction |
| d. Game area | n. Combat |
| e. Building selected | o. Armies |
| f. Action points | p. Wagon |
| g. Information | q. Canon |
| h. Hours | r. Markers |
| i. Disk | s. Boat |
| j. World | t. Balloon |

Not a contagious disease, but the very latest Populous clone.

Genesis did the rounds a while back under a banner flown by the Daze Marketing group. Previews and so on were done and most of them, my own included, were very positive about the prospects for the game.

It came as somewhat of a shock then to learn that, for some unexplained reason, Daze were no longer linked with it, and it was now to be released by Mindscape. Just why this has come about we will maybe never know, but if it is anything other than a legal constraint I find myself struggling to see the reasoning behind such a decision.

On first viewing Genesis seems like a very thinly

GENESIA

veiled Populous rip off, and to a certain extent this is definitely true. The playing interface for example is identical as far as I can remember, with perhaps the occasional tweak here and there. The graphics are also in a very similar vein and the whole thing is

just, well Populous but under a different name. That is until you scratch beneath the surface, and it is there that the wholesale differences make their presence felt. In the Bullfrog classic you were an omnipotent being seeking to gain supremacy over your rival by manipulating

your followers into defeating his followers. I realise that this is a very brief summation of what is probably one of the deepest running strategy games ever, but you must admit, that's reasonably close to the mark.

In Genesis you are not a God, in fact, far from it. You are a political leader and must successfully run the small land that you are in charge of. At this point, it is difficult to resist a jibe at the ineptitude of the current political establishment to achieve this aim in our own fair land, but that would be far too predictable so I won't bother.

At the beginning, the territory you control is far too small for your own personal ambitions, and your immediate aim is to expand your land and population to such dizzying heights that your



Attracting the right calibre of people is the key to your success. Skills such as writing and blacksmithing(?) are vital.

♥ Letters inform you of the state of your affairs regarding money and stuff. Very rarely (if ever) are they as bizarre or surreal as this.

Dear Engelbert,
Please release me let me
go, because I don't love
you anymore!

copyright
Neil's dodgy
caption lyrics inc.

fiendish lust for power can finally be fulfilled.

Flying headlong into such taxing task, if you will pardon the pun, is not to be advised. The best way to approach the game is to devise a plausible strategy, and of course realise that your meteoric rise to fame will not happen overnight.

Before you consider expanding your land you must take into account the natural resources and climate of the area you desire. For example, two of the natural features you should look out for before moving are water supply, and the amount of available timber in the area. Obviously without an adequate supply of water your people cannot survive, and your crops cannot flourish. Without enough wood your society can't develop, and therefore people will leave the area in droves.

Sickly child

This is the key piece in the jigsaw of your paradise. If you can attract the right quality of people in large enough quantities you shouldn't struggle too badly at all. Fail to do this and you'll always be struggling to find your feet in what is a very complex strategy game indeed.

Without skilled craftsmen such as carpenters, blacksmiths and woodsmen you will be unable to build the essentials, such as houses, and without brainy types such as inventors and architects you will never manage to progress beyond the Genesian equivalent of the Stone Age.

Developing a recipe for success seems very daunting at first, and all of the factors that you need to consider only initially serve to confuse the unskilled novice, but as with all games, play it for a while and all of the different aspects will begin to fall into place, albeit slowly.

Perseverance is the key, and of course, frequent



▲ Without wishing to sound overly harsh, your Utopia is looking a little underdeveloped don't you think?

references to the instruction manual, which really is the only way to make true progress. Once you have done this you can begin to make real headway, and will hopefully become engrossed.

The only way you will really be able to tell whether Genesia will be your thing or not is to ask yourself, did I really like Populous? If the answer is yes, then you can be almost guaranteed to enjoy this. If, like me, you are a little unsure, then chances are you will not really get your thirty quids worth. It's an excellent game, it's just not for everyone.

♥ This is not the ideal place to set up your scheme of holiday timeshare apartments.



▲ What about that weather then hmmm?, Yes, terrible for the time of year don't you think.



▲ Ah, the pub. That place of such merriment and glee. No doubt Paul Roundell will be lurking here somewhere. As usual.

THE LOW-DOWN

PUBLISHER: Mindscape
CONTACT: 0444 246333
TEAM: Microids
PRICE: £29.99

S C O R I N G	
GRAPHICS	80%
SOUND	78%
PLAYABILITY	83%
DIFFICULTY	Average

Genesia is really not my kind of thing, which is surprising really, because in general I enjoy a good strategy game. In this case though, I am prepared to concede that Genesia does have its merits, and plenty of them. I wouldn't say that it takes Populous a step further because it doesn't, but I do know that there were plenty of people who played both the original and Populous II, and who will undoubtedly be gagging for another fix by now.

REVIEWED BY: Steve

SECOND OPINION

"It's Populous" I thought, on seeing this for the first time, and sure enough, it is very resemblant. An excellent strategy game in every respect. Steve's been rather tight.

OPINION BY: Paul

OVERALL SCORE

81%

ACTION REVIEW PUZZLE



Wouldn't it be great if, just for once, we could get revenge on those truck drivers who go searching for puddles. Well now we have...



BURBA 'N' STIX



What can you do with a bloke and a stick to make a humorous and playable puzzle game? I mean, a stick? You can throw it, hit things with it and damn little else to be honest, so right from the start, the omens for top computer japey aren't exactly good.

Fortunately, Core Design aren't a superstitious bunch, preferring to rely on their not inconsiderable talents, which on this occasion have provided them, and the rest of us too, with one of the most original and fun puzzlers in ages.

Except it isn't just a puzzle game, incorporating as it does dozens of elements that most platform games would be more than a little bit jealous of. Anyway, Bubba is a delivery man, and on his way to the zoo one day with his cargo of animals, he finds himself in a bit of a pickle. Poor bloke had negotiated his way through the Animal Liberation Front roadblock, was feeling really pleased with himself, when suddenly WHAP! – there he was stuck on an alien planet with nothing but a stick to, er, help him.

So alright then, that might be a heavily truncated version of the actual plot, (which in all fairness deserves some mention for its typically excellent Core animation), but it serves us well enough. Now to get on with the important job of finding out whether the whole thing is any good.

Big bloke

Bubba is a massive sprite along the lines of another Core character (the bloke out of Premiere who needed to collect the movie reels), and is brilliantly portrayed in more than 170 frames of animation – more than any pixelated chap would surely need for his task of running around waving a stick. But no. Bubba doesn't just wave his stick around you see – he uses it at every opportunity to get himself out of trouble and onto new levels.

In fact, having previewed the demo a few months ago, this was my only worry. Would we find that Bubba (or more pointedly, the programmers) soon ran out of ideas for what to do with his stick, relegating what looked like an innovative idea to a standard platform game? Happily not, and each of the five long (well four long and one short, to be perfectly honest) levels present new stick-related



▼ He's a dancer on a high wire, as Dire Straits would no doubt point out in a monosyllabic fashion.



▲ Stick control is the key to the game. A deft swish should see off most strange-looking blue blobs who happen along.



▼ What with lava being dead hot and all, it's probably best that you try to avoid it whenever possible.



▼ Incredible! The cheeky young Earth Trucker finds time to bid a cheery hello to the folks at home.



problems to solve.

Not too much information is forthcoming, either throughout the game or in the manual, which isn't a particular problem, merely a way of stretching out the puzzles. Which, just by the way, really do not need much stretching out in the first place since they are excellent.

All of the levels are very different in the way they look, whilst not straying from the overall colourful graphical style of the game.

Once the easy forest level is out of the way, you'll find yourself on board Waldo's ship (Waldo being the "nasty" chap who relieved you of your civil liberties in the first place), with several new stick skills required if escape is to be achieved.

This is the beauty of the game. Not only does, erm, Stix play an integral part in the solving of just about every problem, but you need to use him to manipulate other objects in order to continue on your way. And not just inanimate things such as

rocks and twigs. A host of reasonably friendly alien creatures inhabit the levels, any one of whom might lend a helping hand should you give him or her a poke in the correct orifice.

Facial blemish

After each level there is a bonus round, hosted on the stopwatch by Zitt and Zott, two tiny blobs who also crop up during the main game, usually in a state of combat, but who might help you out if the fancy takes them.

Despite the fact it is hailed as a puzzle game, Bubba 'N' Stix looks for all the world like a platformer, (well OK, it's both) but unlike most games of this kind it doesn't suffer from the age old programmers get-out of platforms-there-for-the-sake-of-it syndrome. There is a purpose for seemingly everything that is interactive on the screen. The programmers stressed that there is nowhere you can get completely stuck in the game and taking this with the usual pinch of salt, I must confess that it does ring true when you come to play the game.

The chances are that Bubba 'N' Stix isn't the most difficult puzzle game ever created, but don't be fooled by the fact that there are only five levels. The difficulty curve is excellent, and the bonus rounds – should you reach them – add a whole new depth to the gameplay of what is an excellent concept, very well implemented.



▲ The friendly map kindly informs you of the next leg of your journey. Wonder if we go past Mytholmroyd perchance?

THE LOW-DOWN

PUBLISHER: Core Design
CONTACT: 0332 297797
TEAM: In House
PRICE: £25.99

S C O R I N G	
GRAPHICS	86%
SOUND	80%
PLAYABILITY	86%
DIFFICULTY	Spot On

Puzzle games have become better and better over the last 12 months or so, and any new effort will have to go some to beat the likes of The Lost Vikings or even One Step Beyond. Bubba 'N' Stix combines the best elements of platform and puzzle with a refreshing new approach and look that should appeal to anyone who likes to have their brains teased. The excellent graphics are the icing on a particularly inviting cake of a game. (Possibly parkin.)

REVIEWED BY: Paul

SECOND OPINION

I must admit that Bubba 'N' Stix wouldn't top my list of all time favourite games. That said though, it does have a certain appeal, which, sadly, waned after a while.

OPINION BY: Rachel

OVERALL SCORE

87%

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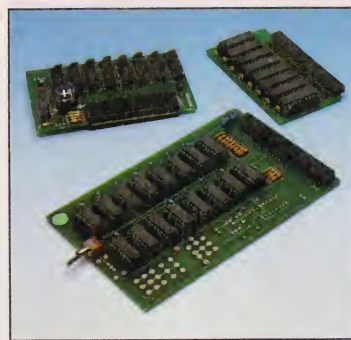


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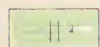
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ACTION REVIEW PLATFORM



"I'll be your dawg." And it is – oh, it is...

Just recently the Amiga software scene has been looking good. Less poor games have been filtering through, and with the arrival of quality gear in the form of Frontier, Alien Breed 2, F117A and others, we've been virtually spoilt for choice over what to buy.

In no way do all Amiga games fully utilise the 16-bit graphics, and neither do they push its sound chip to the limit very often, but for the most part, the majority of offerings provide a decent enough blend of the above two, plus the necessary gameplay element to appeal to the intended audience.

Doofus doesn't. Not by a long chalk, and while it isn't my style to opine upon a game until nearer to the end of a review, it has to be said that this is a very, very poor effort indeed.

Throughout the 12 levels you (who might be called Doofus, but it isn't made clear) have to negotiate your way past bizarre-looking creatures, jump over ponds, avoid gaps, and generally do platformy things until you get to the end.

OK, you might think, nothing original here, but fair's fair, isn't that the case with 90 per cent of games these days? Yes it is, and Doofus actually goes one further than most in that it introduces another character in the form of your trusty mutt, whom you must protect from the game-dwelling beasts.

Oo, you are awful

Fine – if this had worked it might have made the game a little bit more than just plain bad, but the problem here is that the whole affair is simply aaawful. The graphics are colourful enough, and there's even a parallax background, but the sprites are the kind that would look shameful even in the worst PD game – boy and dog surely don't sport more than about a dozen frames of animation between them.

And what about the scrolling? Well, it scrolls – that's one thing I suppose, but isn't it just the most



▲ Our graphically stunted hero jumps in an unlikely fashion, closely followed by his crap dog.

DOOFUS



▲ Bubbles stop you from getting injured, but you deserve everything you get if you buy this.

inexcusable kind of programming when once the last screen has disappeared you aren't allowed to travel back towards the left?

The Dog House bonus rounds are laughably easy one-screen jobs where "the dog" has a huge amount of time to gather pixelly objects. Lives are far too easy to lose because even the dog can do it for you, the enemies are badly drawn and move in such a way as to make certain moves nearly impossible – look you get my drift by now without me having to go overboard. Let's just say that Doofus isn't the kind of game you want to be adding to your collection, and leave it at that.



▼ Collect the bonuses in the time allotted. Yummy cherries – I love 'em.



▲ Choose which "weapon" you would like from the selection available. Or simply choose Exit.

THE LOW-DOWN

PUBLISHER: Prestige Software
CONTACT: 010 49 6251 65711
TEAM: In House. Probably.
PRICE: \$27.99

SCORING

GRAPHICS	45%
SOUND	50%
PLAYABILITY	25%
DIFFICULTY	Average

Had Doofus been a ten quid budget release it would have been insulting. At the asking price as shown above, I'm frankly lost for words. The only way this could have gained anywhere near a reasonable score was if it had been released about eight years ago on the Speccy. Gorgeous graphics and stunning sounds alone don't make a game, but hey, come on Prestige – give us something to be going on with, at least.

REVIEWED BY: Paul

SECOND OPINION

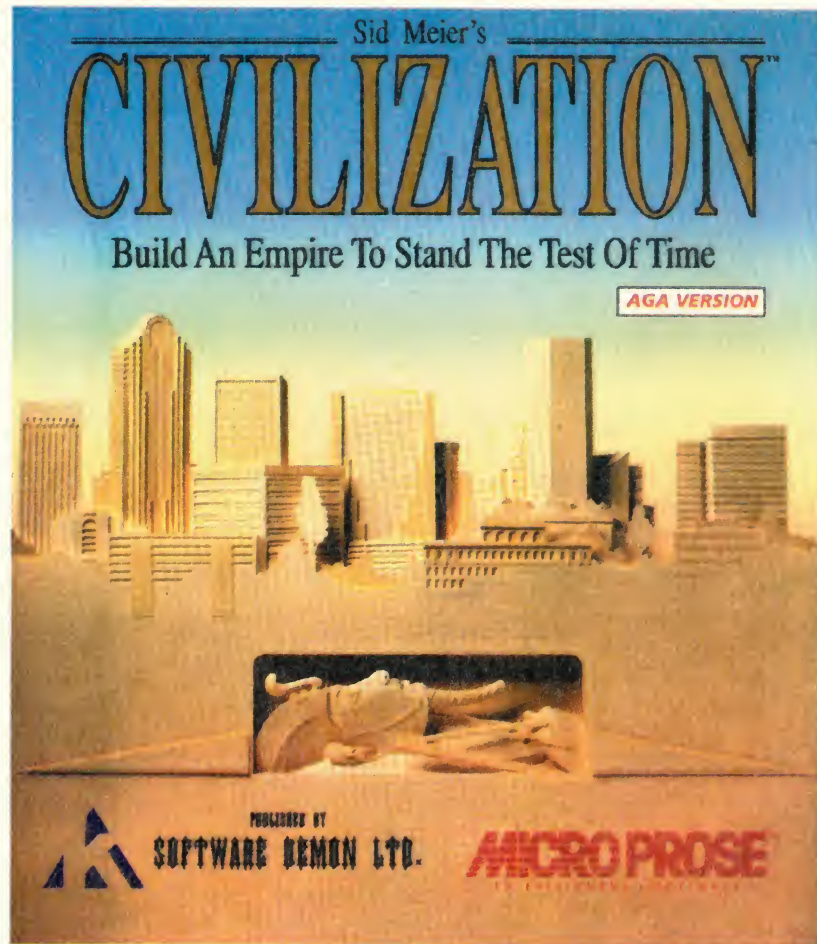
Paul can be a bit of a pompous git at times, so it came as no surprise when he screamed "How dare they release this!!!" in mid-game. I must admit though that he does have a very good point.

OPINION BY: Neil

OVERALL SCORE

30%

Exactly how many awards will it take before you own a copy of Sid Meier's Civilization?



Winner!

Best Consumer Product 1991

Winner!

Best Entertainment Program 1991

Winner!

Best Strategy Program 1991

Winner!

Most Original Game 1992

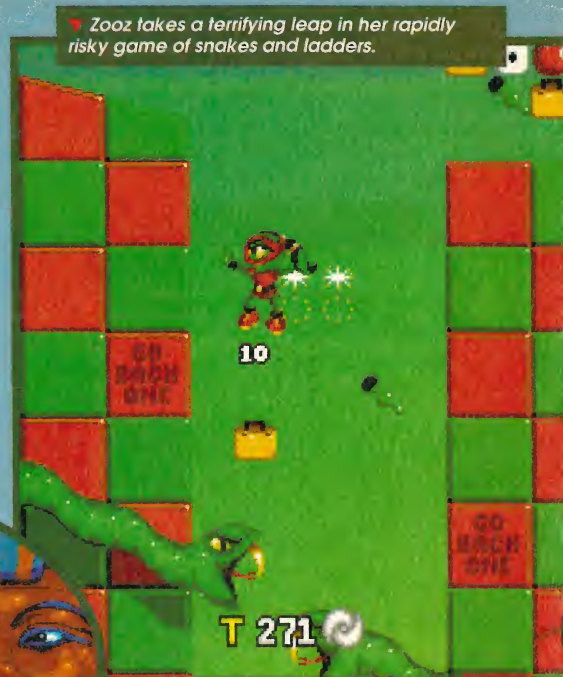
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ACTION REVIEW PLATFORM



Zool has left his cosmic chaos to resume his fight for justice... with the help of his dog and girlfriend.



Zooz takes a terrifying leap in her rapidly risky game of snakes and ladders.

Prepared for a challenge of any kind Zool scales the watchful Sphinx.

ZOOL 2

headed pet dog, Zoon with him – a rather dim-witted animal. Well at least Zool 2 shows the potential for some imagination...

Setting the scene (or chaos), the 'Nth' Dimension is featured in its full form once again. And Zool has returned as Guardian of Nth's Imagination, Protector of Creative Thought and Defender of Positive Action. To remind Zool veterans and inform Zool initiates the 'Nth' Dimension is not one specific place. It leaks into every crack and corner, in a nutshell it is the embodiment of goodness and like every good and perfect phenomena it is under constant attack from Krool and his assistant, Mental Block.

Both are the enemies of Zool and the 'Nth' Dimension. They reek havoc as they seek to destroy the power and creativity of Imagination wherever it exists. But this time it's worse than ever.

The ranks of goodness are cracking, crying out for help. Zool hears the cry and dynamically rushes to the rescue, hotly pursued by Zooz who, I think is seeking adventure of a different kind.

The time is ripe to start your next mission. Mental Block is anticipating your arrival with a vengeance. Your goal is to collect 99% of the tokens found on each level before you can leave it. Don't be conned into thinking that Mental Block is out of the picture though. You'll be faced with a number of tests which include false walls to break down, objects to jump on that will give you extra spring in your step and light tubes to whizz through.



You've seen the cute black extra-terrestrial bouncing around your screen and if you're particularly unfortunate you might even have bumped into him. But if you haven't, he may have already found his way onto your flask, bubble bath bottle or even the soles of your shoes. (What a pleasurable thought to stamp him out).

This time he's not returned alone as he's brought along his girlfriend Zooz, who is very much like Zool... short and pesky, but with a sizzlingly provocative figure (Er! - Paul). And where Zool is an exhibitionist, Zooz is a flirt.

Zool has also insisted on bringing his two-



Zooz takes ballet steps as she tackles the ducks, eggs and such like in Swan Lake.



Zool has many talents. Here he's showing off his Superman impression.





▲ World in action? No Zool is taking a piece of the action as he hits the music.



▲ As Zool zooms through the levels he's set to conquer challenge after challenge.

Just to add more confusion as you battle on with your mission, Mental Block likes to make some objects invisible. However he is not 100% perfect at it. On the other hand, in your favour are the occasional flashes of inspiration that come your way.

Before you embark on your adventure you must choose who you are (Zool or Zooz), whatever level you require and whether you want music or not. There's always the danger when companies bring out a sequel to a smash hit (and there is no denying that's what Zool was) that it will essentially be the same game again with different locations. And I must admit that I had doubts about whether Gremlin could actually produce a game of the same quality while remaining original.

Movin' on up

Zool's favourite old moves have been retained with the kicks, slides, punches and scaling of walls. In fact Zool has gained few extra advantages apart from his admittedly impressive backflip and crawling actions. Zooz on the other hand is swift, spins, and is able to break through weakened floor coverings, each action being original to this particular game. All this is quite fun to watch and initially a novelty, but you soon realise that Zool 2 boasts no fundamental innovations.

If music is the name of the game then you may well be pleasantly surprised by the different tunes that accompany each world. Whereas Zool 1 was based around the wonderful world of sweets, tools and the like, Zool 2's six levels follow a varied pattern. Zooming through Swan Lake, zapping ducks as well as smashing

eggs, forking some double dealings at Snaking Pass and interacting in some shocking sagas at Bulberry Hill are not all that hurtle your way. All this along with Mount Ice's frozen food horrors, the Curse of the Pharaoh at Tooting Common, as well as Mental Block's own Crazy House necessitates keeping tight hold of your senses and setting the controls for maximum weirdness.

Following his mother's advice, Zool recognises the importance of staying in good health, so he zaps the bonus hearts that rise after a number of enemies have been dispatched.

Life is never easy for Zool and Zooz and if they are going to overcome the forces of non-imagination they will need all the help they can get. But all is not lost when they are desperate. Caches of smart weapons have been hidden throughout the occupied worlds by Nth Dimension's agents. These are just the answer when ninjaring is simply not enough.

To find such necessities you have to break through the strong boxes marked with a Chuppa Chup symbol. This rule differs for the Zoon bonus which requires you to break through Zoon with your ninja head butt. Charming!! Inside such aids as a bomb, Twozool (which basically splits your Ninja into two for double the action), a shield which creates an invincible Zool for a short period of time or the Time bonus which adds valuable seconds to your total, can be achieved – to name but a few.

Zool 2 has retained its colourful and wacky



▲ These sticks look remarkably edible, and prove easier to scale than the slime on previous levels.

▼ The sexy friend of Zool takes an eggsitingly humungous leap as she dashes for cash.



THE LOW-DOWN

PUBLISHER: Gremlin
CONTACT: 0742 753423
TEAM: Warp Factory
PRICE: \$25.99

S C O R I N G	
GRAPHICS	83%
SOUND	79%
PLAYABILITY	80%
DIFFICULTY	Tricky

He's cute, he's rotund, he's nippy... but he's also annoying. If you're an original Zool fan then I'm sure that the introduction of Zooz and Zoon will be a welcome feature to you. Zool 2 certainly contains more variety, levels and gameplay than Zool 1. Having said that there is only so much that a cosmic character who pelts along a multi-coloured platform can offer... and I personally think that Zool is beginning to stretch his potential.

REVIEWED BY: Rachel

SECOND OPINION

Zool 2 is just more of the same, and will doubtless top the charts for quite some time. Personally I'm getting more than a little tired of the same old thing.

OPINION BY: Steve

OVERALL SCORE

79%



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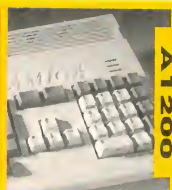
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ACTION REVIEW STRATEGY



WHEN TWO WORLDS WAR



▲ After calibrating your workstation it's time to set up mission. The choice of war is yours.

Duck the crossfire, belt the bullets, peel the spuds and turn your Amiga into a futuristic war-station.

Ever fancied ruling the world? Who hasn't you cry as another hum drum day sets in. Forget your day and follow this. The year is 2121, the rivalry between two planets has peaked, war has broken out... and you are in command. Sounds good... put that platform game away and read on.

You are sitting in charge of a workstation. Not any old workstation but an advanced war workstation. You are solely responsible for the welfare of your enemies, and do you care? No. Why should you? This is the chance you've been waiting for to blow the socks off them. You know that it will take a great deal of intricate strategy planning and an enormous amount of patience but it's been worth the wait.

Your state-of-the-art workstation which has advanced software tools enables you to design new craft, research the latest technology, build new installations and set up highly sophisticated missions. W2WW has been aimed to streamline the process of waging war – not so that it would be simpler, but so that it will be fairer. The battle allows both sides to fight to the peak of their abilities.

Before the fighting starts you have to calibrate your workstations. Big word but basically it means feeding in as much information as possible. You can choose everything, from what type of planet you want, to how much sea is to flow into the land. Once you have decided how tricky a battle you are going

▼ The main display gives an overview of the military actions and monitors progress.



to tackle, choose the number of Military Units you want to take you to hopeful victory and off you go.

It is definitely one of those games where you have to imagine the blood, guts and action, but perhaps that is why they have called it strategy. More thinking than action.

With time always ticking by (although it is possible to stop the clock once in a while) the battle is based around a main screen of over forty buttons and displays. Facilities ranging from building power stations to clarifying the battle's schedule, all contribute to an intense and challenging fight.

Preparation finished and it's time to watch the interplanetary conflict. Combat takes place not only on the two planets but also in Space. Exploration is critical to success as you try to discover the land shape of the enemy planet and seek out their key installations in an effort to curb their great war machine. Extensive statistics of pilot's success are kept so that they can be duly rewarded. Remember though, not every soldier lives to find out if they have been rewarded, and that boils down to how efficient your management of the situation is. Even if you do win the battle you may find yourself master of a gutted husk of a planet.

This is not a game to fill a few minutes but a few hours. If you have the time and patience to sit through the major battle preparation, then this could prove a rewarding challenge.

THE LOW-DOWN

PUBLISHER: Impressions
CONTACT: 071 351 2133
TEAM: Edward Grabowski
PRICE: £34.99

SCORING

GRAPHICS	84%
SOUND	85%
PLAYABILITY	86%
DIFFICULTY	Very hard

It takes a long time to get into, a great deal of patience and a lot of coffee. But if you're not easily put off by hefty manuals and complicated player's guides then the battle materializes to test your logic, strategy planning and reactions. Designing your own missions and fighting craft certainly personalises the battle, and the accompanying soundtrack places you right in that heroic spirit! If you enjoy chess you'll enjoy Two Worlds.

REVIEWED BY: Rachel

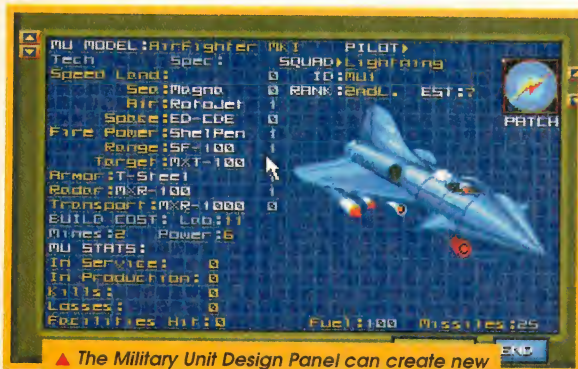
SECOND OPINION

Way too complex for a humble second opinion to get far into, but I must say W2WW does seem rather pedestrian at the beginning. If you like big manuals, it's heaven.

OPINION BY: Paul

OVERALL SCORE

85%



▲ The Military Unit Design Panel can create new designs as well as modifying existing ones.

ACTION REVIEW PLATFORM



▲ Once Magic Boy has bagged an enemy, he must banish him to the basement.

MAGIC BOY

Empire attempt to emulate the success of olden day classics.

Cute games such as Magic Boy usually have one other quality alongside the appealing graphics and that is horribly addictive gameplay, usually of the platform variety. There is something about this type of character that compels programmers to force their products along very similar lines.

The legendary games that spring to mind when you think of Magic Boy are the likes of Rainbow Islands, Rodland and The

New Zealand story. All of these have a very similar style, so if you have encountered any of those I have named, and liked them, you will be more than at home with this.

Little Hewlett, who I assume is the Magic Boy referred to in the name, is an apprentice wizard. Not only that, he is top of his class at the Sorcery school and has passed all his magic exams at a surprisingly young age. Being a diligent chap, one evening he is staying behind to finish off some work. During a break he has a rummage through the spell cupboard but unfortunately trips over a trap door and into the basement where the grand wizard's assortment of magic creatures are kept and they all escape into the grounds surrounding the Sorcery School.

As Hewlett you must scour the landscape and return all of the creatures to the basement. This will involve you searching through many different terrains, apprehending all the creatures and returning to the school via the back door before anyone notices what you have done.

You only have until the morning though, as that is when the Grand Wizard is due to return. The different worlds that you need to conquer are Sand Land, Wet World, Plastic Place and Future Zone, each of which becomes progressively more difficult as you proceed. Each world must be visited twice, and on both visits the set of levels will be different. This adds up to a grand total of sixty four different sections, not to mention a very longstanding challenge.

You'll like this...

Each time you begin a world, four of the levels will be accessible to you, and can then be completed in any order you choose. As you complete one section another will be opened up to you. Until eventually you have finished all eight levels of that particular world.

To complete a level you must successfully stun all of the creatures, collect them in your bag and banish them to the basement. You have to do this quickly though, as each creature will only remain stunned for a few seconds before recovering its composure and starting off after you again.

Most of the levels are upwardly scrolling affairs, and much of the time the best tactic is to work your way from the bottom to the top, collecting the creatures as you go. However, on occasions, especially on the

later levels, it will become necessary to plan your route much more carefully. This becomes the case because certain platforms disappear making it impossible to reach certain areas later on.

A particularly good feature of Magic Boy is that if it becomes the case where you realise that you have got it wrong, you can restart the level without losing a life. This is especially handy in the later stages, because success in many levels relies a great deal on trial and error methods, and without this

THE LOW-DOWN

PUBLISHER: Empire
CONTACT: 081 343 7337
TEAM: Blue Turtle
PRICE: £25.99

S C O R I N G	
GRAPHICS	83%
SOUND	76%
PLAYABILITY	80%
DIFFICULTY	Average

Magic Boy is a step back in time to the days when playability really did matter. Machines weren't capable of producing the stunning graphics that we accept as the norm today, so if it wasn't a good game it simply didn't sell, and therefore there was really no point in releasing it at all. Magic Boy may not win any golden prizes for invention or originality, but it certainly comes top of the class in the fun category.

REVIEWED BY: Steve

SECOND OPINION

It takes more than just a fat kid in a cape to get my game juices flowing, and Magic Boy just reminds me of hundreds of other similar games which are available at the moment.

OPINION BY: Neil

OVERALL SCORE

80%





feature it would be wholly impossible to finish the game in anything under a lifetime.

As well as disappearing platforms there are many other features that will hinder your progress. Ice platforms cause you to slide around uncontrollably; sticky blocks slow you down when you walk on them and prevent you from jumping; conveyer belts which carry Hewlett along in the direction they are travelling and pistons which, when you touch activate automatically sending you spiralling into the air.

But, not a lot!

If you don't find completing the 64 main levels enough of a challenge, you can console yourself in the knowledge that there are also thirty hidden secret levels along the way, and discovering all of these is enough to make even the most hardened platformer struggle.

The only real fault I can find with Magic Boy is that it is essentially nothing more than a rehashed version of a legendary idea. Games like Rodland have done all this before but who cares about that anyway? This is an idea that will still provide games which people find playable no matter how many of them are produced. So as long as the player finds the game appealing and enjoyable what else really matters?

This is an unbelievably simple concept, but it works, and in my opinion works well. I'm sure that whoever plays Magic Boy will not need to complain that they haven't received excellent value for money.

▲ As you can see none of the enemies are particularly fearsome.

▼ Magic Boy may well be top of his class, but in the fashion stakes, he's a non-starter.

▼ As yet another creature lumbers towards him, Magic Boy takes a nasty tumble.



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"Frighteningly realistic: Pacific Islands is like juggling with smouldering dynamite. Lose your cool once, and you're dead."

Amiga Format

"Pacific Islands is immensely rewarding. It's likely to keep wargamers and mere amateurs hooked to their final battle."

PC Review

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• **Silent Service II**

"An engrossing tactical experience. If only all sequels were this good."

PC Review

"The spirit of Silent Service remains unchanged, it is still hit and run, kill or be killed...superb."

Amiga Format

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MICROPROSE

empire

ACTION REVIEW STRATEGY



▲ Who do you think you are kidding Mr. Hitler, if you think we're on the run. We are the boys who will ...



It's strategy, it's 3-D simulation, it's downright realistic warfare. Campaign 2 is here in all its colourful glory.

CAMPAIGN 2

Readers with just a smidgen of magazine loyalty may remember Issue 40 of Amiga Action gracing their local newsagent's shelves about a year or so ago. Streetfighter II was big news at the time, and not unsurprisingly dominated the front cover, while tucked away inside was a three page review of a warfare simulation from Empire entitled Campaign.

Even Steve was impressed by the game

(awarding it an impressive 89%), so it was with more than a little interest that we greeted the arrival of Campaign II as it squeezed through our alarmingly narrow letterbox and plopped onto our meticulously clean doormat.

The first thing I noticed was that the game packaging seemed anxious to impress us with the fact that great advances had been made on the original version.

We are told: "Campaign was big".

Well okay, I'll certainly agree with that.

"Campaign was good". Yes alright, it's not

exactly the most imaginative description in the world, but it cuts through the nonsense and gets straight to the point.

And finally: "Campaign II is bigger, better and quite simply the military simulation of the year!".

Now wohhhh there Leslie, that's a bit of a monstrous claim I thought. I hope this isn't more of the wild exaggeration that most software houses seem all too prone to stoop to these days. Thankfully though we seem to have an exception here with which we can batter and bludgeon the proverbial rule over the head.

▼ Maps like these enable you to plan your warring strategies with some degree of success.



▲ Another Campaign map, but this time it represents the troubled Middle East.



▲ ...stop your little game, we are the boys who will make you think again. Mr. Brown goes off to...

▼ ...town on the A21, but when he comes home each evening he is ready with his gun. So who etc...



As with all strategy games, there's a positively enormous manual to wade through first before you can even contemplate making a decent fist of the game itself, but fortunately there's also a quick start-up guide to get you up and running. It may all seem very confusing at first, but perseverance is the name of the game.

The action depicts a military campaign of your own choosing, consisting of several wars and a number of different battles, depending upon your experience and the complexity of the particular scenario. Direct your forces around the main campaign map and before long you will come across an enemy battalion who are simply spoiling for a

yourself to one of the Real War Maps.

The six major conflicts in which you can take part range from the Six Day War fought between Israel and the Arab countries in 1967, to the struggle to liberate Kuwait from the Iraqis by allied forces in the not so distant past. The complexity of these scenarios makes them extremely compelling to play, and there's certainly enough depth to keep even the most avid strategy specialist engrossed for a good while. Even if that's not enough for you, one of the better features of the Campaign series is the option of editing the existing maps, thereby allowing you to design your own campaign scenarios. This makes the gameplay possibilities

more or less endless, and is as good a reason as any for treating these sims with more than just a little reverence.

As far as actually playing the game is concerned, the screen icons can seem a bit confusing to the uninitiated, but those clever bods at Empire have included a nifty description of each graphic's purpose which can easily be accessed by clicking on the object with the right hand mouse button. Once this information has been assimilated it should be full steam ahead and off into battle with nothing to stop you.

My only real criticism concerns the similarity between Campaign II and it's predecessor. Empire obviously feel confident enough to release the new version as a full price game rather than in a cheaper Mission Disk form, and this may be seen as quite a substantial gamble on their part. Only time will tell in the end though I suppose, but if there's any justice in the world, Campaign II should prove just as big a success as its older brother.



▲ In this battle, your regiment of amphibious style vehicles is up against a phalanx of enormous tanks. Seems hardly fair to me.

fight. Once the gauntlet has been ceremoniously thrown down, there is the possibility to decide whether the computer determines the outcome of the battle, or alternatively, taking part in a bit of 3-D warfaring action.

Smells like victory

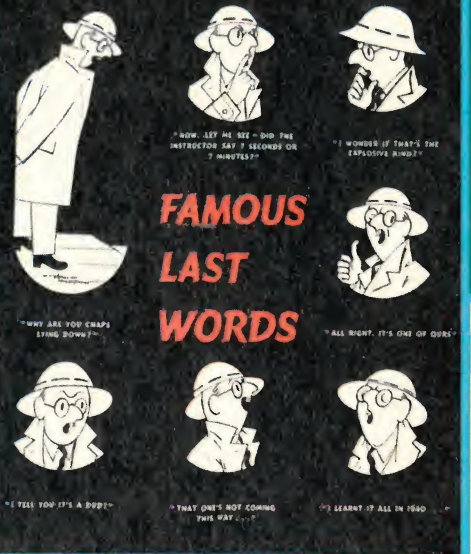
Choose the latter option and the battlefield will open up before you. You might even think that you're actually there with the smell of cordite in your nostrils and the sound of riotous explosions in your shell-likes. Well no, not exactly. The 3-D section wouldn't stand up as an arcade-style tank blitz on its own, but nevertheless the graphics and sound are pretty impressive for a game of this type.

There are 14 training campaigns provided, ranging from a simple open field full of enemy tanks to complex scenarios with more realistic geographical features. These campaigns are an essential training ground in which you are given the opportunity to fine tune your battle skills and strategic awareness before committing

▼ The Cheshire Regiment's formation dance troupe mince their way through a dazzlingly artistic wartime minuet.



don't be like
HALF TRAINED HARRY



THE LOW-DOWN

PUBLISHER: Empire
CONTACT: 081 343 7337
TEAM: Jonathan Griffiths
PRICE: £TBA

S C O R I N G	
GRAPHICS	78%
SOUND	77%
PLAYABILITY	88%
DIFFICULTY	Tricky

This is just about the best war sim around in my book. No doubt owners of the original Campaign will have been waiting impatiently for the release of this follow up and are queuing up even now outside their local games stockists with poppies in their lapels and 'amusing' life in the trenches anecdotes on the tips of their tongues. Less enthusiastic strategists, with no experience whatsoever of real combat, may also be suitably impressed.

REVIEWED BY: Neil

SECOND OPINION

I was disappointed by the data disk, and believed that Jonathan Griffith had used up all his ideas and was struggling. Obviously not! An acquired taste, this is excellent.

OPINION BY: Paul

OVERALL SCORE

90%

competition

PLAY THE SILVER BALL

Win a mouth-watering £900 worth of pinny games!

In last month's – if you will – retrospective, we asked 21st Century what the Pinball Wizards' plans were for the future. We said to them, we said "21st Century mate, where do you see your company going in the forthcoming year? Pal."

"Pinball" replied they. "Pinball pinball pinball. Pinball pinball pinball pinball pinball. And some other stuff." We were quite interested in the other stuff to be honest, if only because it

would make a nice change, but then Rachel got chatting to them at a recent show, they stumped up a whopping amount of gear, and we were hooked once more. Lunchtimes became a blur of bright colours, raucous tunes and merry laughter, as we gathered around the CD32, intent upon "hitting some ducks first" on the Partyland table. Lunchtimes became partial afternoons, partial afternoons became 11



o'clock to four, and it wasn't until Don suggested we seek alternative means of employment that we thought we really ought to give the things away to our loveeeeelly readers.

Which is precisely what we are doing, under duress, and this is what we've got: 10 CD32 copies of Pinball Fantasies, 10 copies of Pinball Dreams/Fantasies Special Edition and, that's right, 10 copies of A1200 Pinball Fantasies. Now if anyone moans after this that we don't support all machines, we'll send 21st Century's Andrew Hewson round with his dodgy collection of press release photographs. And you don't want that, really.

So what's the catch then? Well you've got to do a tie-breaker. Just one simple answer, in no more than 20 words, to the question posed below. That done, pop the jolly old coupon in the post, ensuring to specify which of the three prizes you want. The best 30 (as judged by Steve, therefore quality is not too important) will win the pinny game of their choice, and the rest will go in the bin. We usually ask that you keep your answers clean, but standards are dropping here, so say what the hell you like.

Question:

If you were transported to the 21st Century, which 1990's item would you take with you, and why?

Silver Ball Competition

I would take with me

Because

CD32 Pinball ☐ Dreams/Fantasies ☐ A1200 Pinball ☐

Name:

Address:

.....

.....

Postcode: Age:

Send your entries by the 28th January to "Silver Ball", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

☐ PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE ANY PROMOTIONAL MATERIAL FROM OTHER COMPANIES

Win Win

ACTION REVIEW

CD32 SPECIFIC



How dare anyone suggest that this is going to be exactly the same as the disk version!



SLEEPWALKER



◀ Lee can be pushed by Ralph into all sorts of strange situations. The sadistic amongst you could kick him off this wire for instance.

It's surprising that a swift kick up the backside doesn't wake old Lee up.

Although this is a CD32 product, owners of the new machine should not expect graphical and sonical miracles. This really could be the game that the term shovelware was invented for. The tunes have been considerably improved but that is about it. Even an improved intro sequence, usually one of

the only additions to an upgrade has been missed out in this case, but to be honest I don't care.

This is such a good game that it doesn't matter one bit that it is only the same as its computer counterpart, because that was also such a good game. A word of warning though, it is unbelievably difficult. It took the combined skills of myself and Roger a couple of days to progress as far as level four, and it was at that point that we cried in unison, "enough is enough."

Of course you will have more time to spend on it than us, and without the time constraints enforced by deadlines and so on, I'm sure this will keep many people hanging on to the very end.

Sleepwalker was originally tied in with the Comic Relief project. Whether any part of the proceeds from the CD32 will go to the cause is certainly not made clear on the packaging, and I hope that no one will be duped into thinking that they are contributing when they are not.

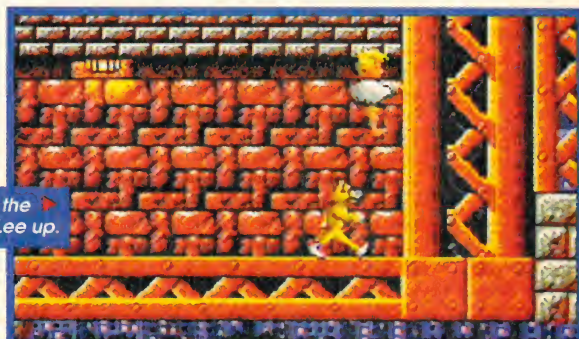
Still, there is very little to complain about, because Sleepwalker is such a rollicking good game. The original score of 85% was I feel too low in retrospect, and seeing as Nick has now flown the coop so to speak, I can put things right with no fear of retribution.

The plot is suitably off the wall for a game featuring the vocal talents of that affable Brummie Lenny Henry. In the guise of Ralph, the ever faithful, you must successfully guide your master Lee, who is prone to sleepwalking, around six hazardous levels. As he is well away, Lee is oblivious to all of the dangers around him, and therefore, without your help he would undoubtedly meet a swift, not to mention unpleasant demise.

Your task is accomplished by pushing, kicking and blocking Lee at various points in the levels when he would otherwise plunge to his doom. Well, not actually doom, but each time something untoward happens to him he will become even closer to awakening, and we all know that old adage about what will happen if you disturb a sleepwalker.



▲ If there was ever one thing guaranteed to rouse you, it's 40 000 volts up the nightshirt.



PLATFORM

PUBLISHER: Ocean
CONTACT: 061 832 3366
TEAM: CTA Developments
PRICE: £29.99

- Nothing much has really changed. The music has been improved, but not a lot else has been touched.
- The password system has been replaced by a savegame, lodged in the CD32's built in memory.
- The difficulty has remained at the high level of the original. Evil is the best way to describe it I think.
- I don't care what anyone says, Sleepwalker is a top game, and I for one hope Ocean do a follow up Comic Relief tie in very soon.

REVIEWED BY: Steve

ORIGINAL SCORE

85%

UPDATED SCORE

87%

ACTION REVIEW

A1200 SPECIFIC



A1200

OVERKILL

Have you had enough of the overkill? Not of this you ain't mate!.

Remember your innocent youth? Parka coats, Adam and the Ants lapel badges and cola Spangles, you know the sort of thing I mean? Well, amongst these sad remnants of the late Seventies/early Eighties, linger memories of perhaps the most original and let's face it, the coolest coin-op game of all time – Defender.

Years ahead of its time, Defender spawned a whole host of pale imitations which never quite lived up to the original (as is usually the case – Me? Cynical? Naahh!). However, as the years have rolled by the whole face of video game technology has changed so dramatically that games involving flying earth ships blasting away at mutant aliens have become a thing of the past, or so I thought...

As soon as Overkill from Mindscape landed on my desk, I became immediately suspicious.

One look at the screen shots on the back of the box confirmed that here was a Defender clone, a veritable blast from the past. I loaded the disks expecting nothing

more than an hour or so of pure nostalgia, but I was pleasantly surprised.

It soon became clear that Overkill is a lot more advanced than Defender, and initial comparisons between the two games may be more than a little unjustified. Okay, so the gameplay is more or less identical, but Mindscape have taken the original idea and enhanced it considerably.

Each stage of the game takes the form of a different planet to be conquered and the longer you last, the deeper you move into the galaxy. It is your mission to fight your way to the very centre of the Galaxy thereby defeating your enemies, the dreaded armies of Proxima.

At the beginning of each level you are launched by your mothership to the surface of an alien planet inhabited by strange mutant aliens. The general idea is to blast away as furiously as possible at anything that moves, while avoiding collisions and slow moving missiles launched by the enemy.

▼ Watch out for the missiles on level three. They'll bring tears to your eyes.



"Nothing original there!" I hear you cry, but I must admit that as far as simple shoot'em-ups go, this is one of the best. There is something intensely satisfying about simply flying around with all guns blazing, and seeing the 'greenies' disintegrate into several blood soaked pieces as your missiles strike home. Simple bloodlust can make a game extremely enjoyable I'm sure you'll agree.

Crystal balls

A sub-plot which features throughout the game involves a number of Trilithium crystals which are scattered at various points along each planet's surface. The aliens launch drones to try and capture these crystals which allow the nasties to mutate into even more hideous and dangerous forms. Your only defence against this is provided by an army of troops who scurry along the planets' surface armed with bombs. These fearless blokes deposit their explosives at the nearest crystal before fleeing to safety. A swift



▲ More strange creatures from space. This time it's bandy-legged jellyfish.

▲ What are these? New from Heinz – tadpoles in tomato ketchup.



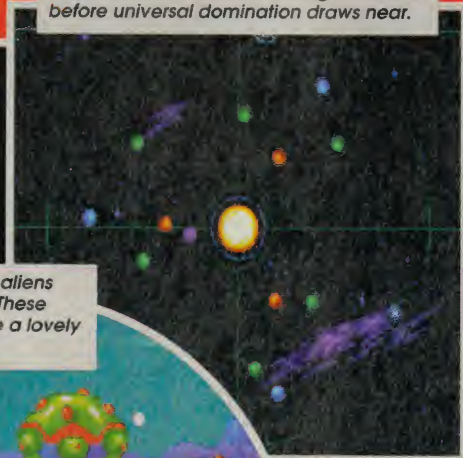
▲ Tape worms from space can be found in the later levels of Overkill.

▲ Wave goodbye to your mothership set off on your dangerous mission.

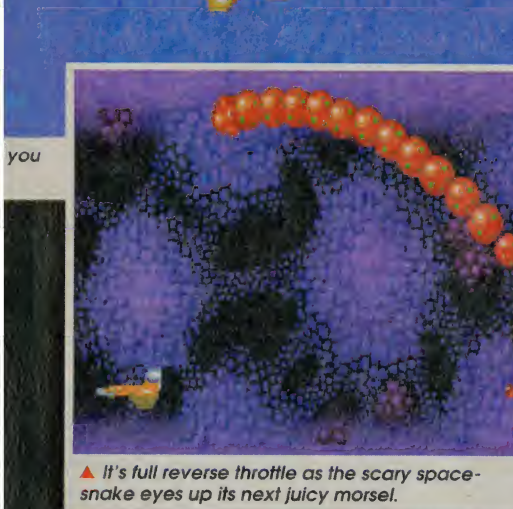




▼ All the planets need clearing of nasties before universal domination draws near.



▼ Who said aliens were ugly? These would make a lovely lime jelly...



▲ It's full reverse throttle as the scary space-snake eyes up its next juicy morsel.



▲ "Please don't leave us behind. We promise not to sing 'Ten Green Bottles' anymore."

lemming – like leap towards your ship and their bomb supply is replenished, leaving them ready to continue their crystal destroying antics.

Although this purports to be an integral part of the gameplay, I must admit that destroying the crystals is a bit of a non-event. A high level of concentration and skill is required at all times simply to stay alive, never mind worrying about anything else; and let's face it, blowing the aliens away is much more interesting.

However, having said this I don't see it as a weakness. There is so much going on at every level that after a while you simply begin to ignore the jumping warriors.

I can only assume that Mindscape felt it necessary to differentiate Overkill from other similar



products, and the crystals plot was the best idea they came up with. The sad thing is that a lot of time and money was probably wasted on programming which wasn't needed.

This moan aside, there is very little wrong with the game. The parallax scrolling and backgrounds are excellent, the difficulty level is spot-on, and after a few minutes you'll find yourself disturbingly addicted. The feeling when you lose a life is one of annoyance with yourself rather than with the game, and that is always a good sign.

Fans of the late lamented Defender and shoot'em-up addicts in general will love this, and I have no hesitation in giving the highest recommendation to this version of a tried and trusted classic.

THE LOW-DOWN

PUBLISHER: Mindscape
CONTACT: 0444 246333
TEAM: Digisoft
PRICE: £19.99

S C O R I N G	
GRAPHICS	85%
SOUND	80%
PLAYABILITY	91%
DIFFICULTY	Spot On

Don't expect anything original from Overkill because it's all been seen before, but I challenge you not to be addicted within about twenty seconds. Owners of A1200's can no longer whinge that the software companies have deserted them in favour of the more popular machines. As far as Defender clones go this is just about the best there is on the market, and fast and furious joystick frenzy freaks will not be disappointed.

REVIEWED BY: Neil

SECOND OPINION

Alright, so it's a good Defender type game, but to be honest there are plenty of good clones available on PD, and they cost a fair bit less than twenty quid.

OPINION BY: Steve

OVERALL SCORE

86%

ACTION REVIEW SHOOT'EM UP



Space gone mad – and not a decent barber in sight. Let's take it out on some aliens...

CYBERPUNK



▼ One of the first hurdles is overcoming the giant alien turnips. A burst of green goo usually sees 'em right for a while.



Uh-oh, we're in trouble again. "Join the ranks of the elite and take control of the 501st Cyber Assault Squad," invites the game-accompanying blurb. "Battle with the Cyberpunks, Raa, Bee and Gee through five action-packed missions to rid the universe of the toughest of alien enemies," continues the same blurb enthusiastically.

And that's it. The manual hasn't been written yet, so there isn't anything else. Not a bean mate. Not a bleeding sausage.

Don't worry though – I've sorted it all out for you. Generous old Core Design are allowing the use of an artistic licence where the story is concerned for all those people who, like myself, have a rigid reviewing technique and stick to it come hell or high water. Well actually, they said it in jest, but I'm taking them at face value... So here we go.

It is the near future, and somewhere in deep space, natives of the planet



▲ Key cards are an all-important part of the game, and come in a variety of gay colours.

Saucepan are growing restless. Their technology has evolved far more quickly than that of their interplanetary contemporaries, and the desolate wastelands of their homeland have grown too small and tiresome to amuse the Panhandles much longer. They crave freedom, and see it in the form of the entire universe.

Having conquered the planet Fencesitter and slaughtered the peaceloving natives the Neils, they meet limited defiance from the once mighty Steve race, proud but decrepid protectors of the solar system Morbidus Badmood. Throughout the galaxy they wreak their fiery brand of havoc – hardly a creature is left unharmed as the Panhandles seek their goal.

All seems well, and total domination is close, when on reaching a dark corner of the universe in their specially adapted corracles, and touching down on the planet Billydool, unexpected resistance meets them in the form of three ridiculous-looking young chaps – the Cyberpunks.

The Panhandles have penetrated Billydool's outer defences and even as the Cyberpunks devise a battle



▲ "What's this?" "Don't know!" "Let's blow it up anyway!" "Oh, okay..."



▼ Cards can also be used to create a number of useful items which kill the baddies and stuff.



▲ Fully toolled up: the 'punks put down a sentry gun and rely on their hoover lookalike droid for support.

coded cards, medical packs, holocubes – oh, loads of stuff.

Alien Breed it isn't, but Cyberpunks does have a certain charm of its own, largely due to the boldness of the sprites and backgrounds alike. The music and sound effects are loud and more than adequate, and there is a distinct puzzly element running throughout the game, albeit a particularly easy one.

The three young chaps wander around together at all times. When one of them is simply bending over backwards with the weight of his backpack, another one can be selected to take over, until nothing more can be gathered. Ammunition is a personal thing, each "warrior" powering up individually, and although the three will always follow each other, a multidirectional fire option can be chosen.

Thing is though, there seems almost no point in having three Cyberpunks instead of one. Okay, so the firepower is increased, but that is nothing that couldn't have been programmed into one sprite, and whereas in AB2 and the Chaos Engine excellent two player options are included, there's nary a whiff of that here. Besides, a major drawback to the game's difficulty, and therefore lastability, is the fact that there are nowhere near enough enemies to make it a tough challenge, and most of the ones present are somewhat lacking in the intelligence department. But maybe we're back to the kiddies appeal again...

Variability is evident, with five main levels – some inside and some out in the strange and hostile environment, each containing three or four sub worlds, all of which are made from different textures and feature different aliens.

I went through a number of transitions during

my time with Cyberpunks. Initially, it looked superb, and on first playing it my opinion remained the same. After half an hour or so, chants of "easy" sprang to mind (anything to do with the cheat mode by any chance? – Steve), followed by disappointment at the apparent lack of activity through the levels. Then, just as my disappointment was threatening to turn into a reasonably scathing review, another level was reached, new graphics appeared, and I was happy again.



▼ "Say Raa, isn't that the moon of Zork?" "No, Gee, it's a pixellated manifestation." (Punch)



plan, are spreading the seed of their evil everywhere. The mission: stop them, and save the universe. !.

It's Alien Breed for kids, innit? Or so I thought, as the game loaded and I found myself looking down on three large sprites armed with a variety of alien-frightening weaponry. Well, one reasonably sized gun each actually, all of them capable of firing a range of projectiles should you be talented enough to find the power-ups.

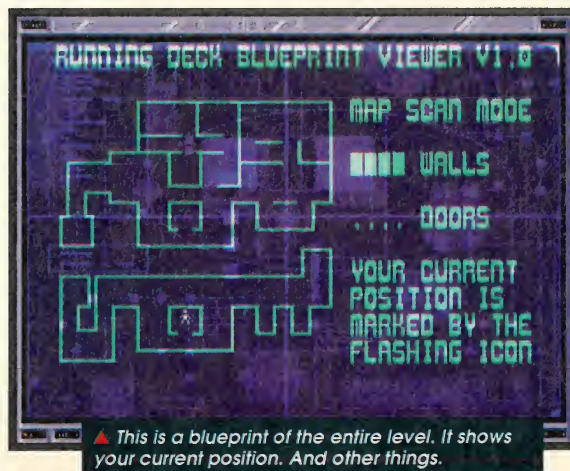
Kiddies korner

Alas, once the initial déjà vu has faded, it becomes apparent that Cyberpunks certainly isn't Alien Breed, and after a few minutes play the phrase "doesn't even come close" springs to mind. This won't bother Core, since they claim their target market for this game is the lower age group of Amiga users – the, dare I say it, children.

It does make you wonder when a software company says that. Have they genuinely set out to appeal to a younger group of games players, or have they spent time and money on developing what they hope will be a world beater, only to see the finished product and think "Oh no – it's too easy! Hang on, let's hedge our bets and say it's one for the kids." Well, it's only fair to take them at face value again, so let's go with the flow.

Raa, Bee and Gee need to kill the aliens – that much we know. Due to the circumstances though, not all of the aliens can be easily reached, what with obstacles such as forcefields and good old doors barring the way for them.

Each of the three 'punks can carry four items – items such as extra weapons, colour-



▲ This is a blueprint of the entire level. It shows your current position. And other things.

THE LOW-DOWN

PUBLISHER: Core Design
CONTACT: 0332 297797
TEAM: Mutation Software
PRICE: £25.99

S C O R I N G	
GRAPHICS	85%
SOUND	88%
PLAYABILITY	80%
DIFFICULTY	Easy

Cyberpunks is brought to us by the team behind Doodlebug, and it has to be said they've come on a way since then. The whole thing is excellently put together, and the occasionally seen backgrounds (or bottom grounds, since we're looking down on the game) add a touch of class that, by me at least, is always appreciated. No leader in the cutting edge of originality, it is nevertheless a few hours of really good fun. Too easy though.

REVIEWED BY: Paul

SECOND OPINION

I hate to agree with him, but Paul seems to have got things right in this instance (damn my socks you minnion scrot – Paul). This isn't a game you'll ever come back to, but it's OK while it lasts.

OPINION BY: Steve

OVERALL SCORE

78%

PRIZES GALORE! PRIZES GALORE! Yes, in yet another ridiculously generous outburst, we're going to **GIVE AWAY** a software prize to the first reader reviewer out of the proverbial hat each month. Oh, we're lovely – really we are.

ALIEN BREEDII

Team 17

Reader Reviewer: Duncan Nicholas, Holbrook, Suffolk.

Brilliant! Moody, atmospheric, guns blazing, aliens screaming. It's action packed alien wasting frolics ahoy as we set foot into the sequel of one of the biggest games of 1991.

Graphics: 95%

Sound: 94%

Overall: 97%

Summary: You will not find a better overhead shooter anywhere..



AA RATED IT **91%**

DUNE II

Virgin

Reader Reviewer: Lior Alon, Haifa, Israel.

Let's hype a bit – this must be the best strategy title in a long time. Tons of weapons, loads of missions, great presentation and a moody feel to boot! Typical Westwood excellence, although suffering from classic disk loading/swapping problems.

Graphics: 88%

Sound: 91%

Overall: 94%

Summary: An unbelievable must.

AMERICAN GLADIATORS

Gameftek

Reader Reviewer: John Gadsby, Nottingham.

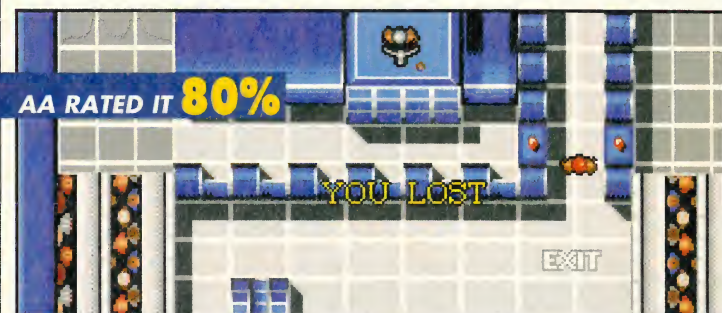
A good looking game with fair graphics and sound. Get some mates round and have a real good doss beating up those Gladiators. (So, you're a man a few words then John, yeah? – Paul)

Graphics: 79%

Sound: 74%

Overall: 89%

Summary: A great idea, an excellent game.



AA RATED IT **80%**

ZOOL CD32

Gremlin

Reader Reviewer: Mark Newsome, Farnborough.

The main game is similar to the AGA version, but with stunning anims, 11 excellent CD soundtracks and a whole new level to explore. Controlling Zool is easier with the joypad than using a joystick ever was, as jump now has a separate button.

Graphics: 90%

Sound: 97%

Overall: 98%

Summary: Incredibly fast and addictive. Buy a CD32 and Zool now!



AA RATED IT **88%**

MONKEY ISLAND

KIXX XL

WINNER!

Reader Reviewer: Carl Whitehead, Stone, Staffs.

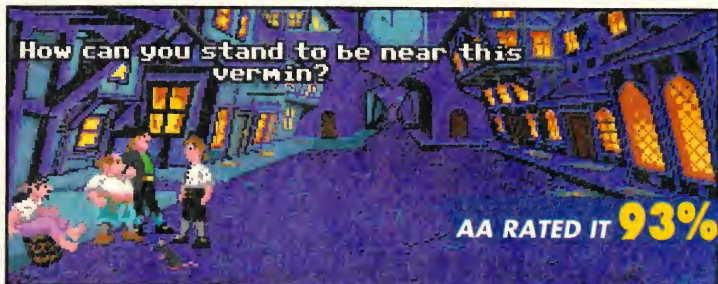
Those who missed out first time like me should run to the shop now. Graphics, sound – everything is almost perfect. The puzzles aren't too difficult early on, but later you'll be biting your nails. First class.

Graphics: 90%

Sound: 88%

Overall: 91%

Summary: In Brad's words, "Mass respekt" (God help us – Paul)



1927-1933

Simulmondo

Reader Reviewer: Adam Preecey, Cork.

Well it has to be said that this is different! The speed of the cars isn't exactly hyper, but it makes a change from the usual old rubbish. A good attempt to do something different with a racing game.

Graphics: 85%

Sound: 83%

Overall: 85%

Summary: A pleasant surprise.



OVERDRIVE

Team 17

Reader Reviewer: Jennifer Jackson (snort), Paisley.

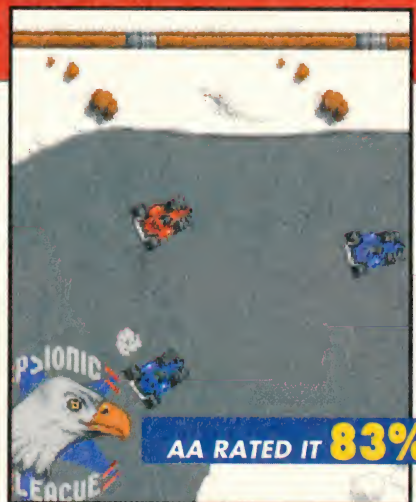
Loads of tracks, loads of cars, loads of options and a whole barrowful of gameplay make Overdrive simply the best racing game ever. Fast and smooth, it is second to none.

Graphics: 92%

Sound: 94%

Overall: 94%

Summary: You'll have to go some to beat it!



YO! JOE!

Kompart

Reader Reviewer: Kumar Alin, Mauritius.

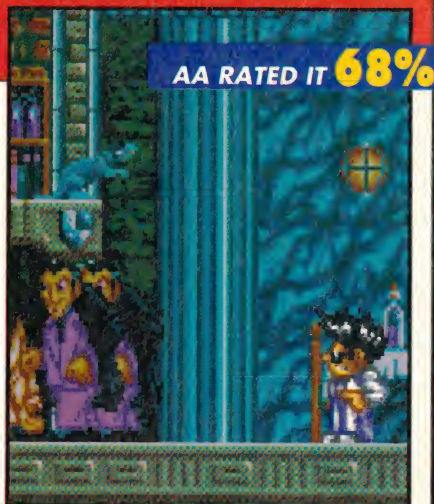
What do you mean Amiga Action? Yo! Joe! is a really good game. It's massive levels make it too difficult to finish, but at least we get our money's worth. Nice two-player option too.

Graphics: 78%

Sound: 85%

Overall: 85%

Summary: An interesting game.



Right, that's another lot. Sixty words or less please, in neat and tidy writing, to: Reader Reviews, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP. Carl wins Bob's Bad Day, by the way. See ya.

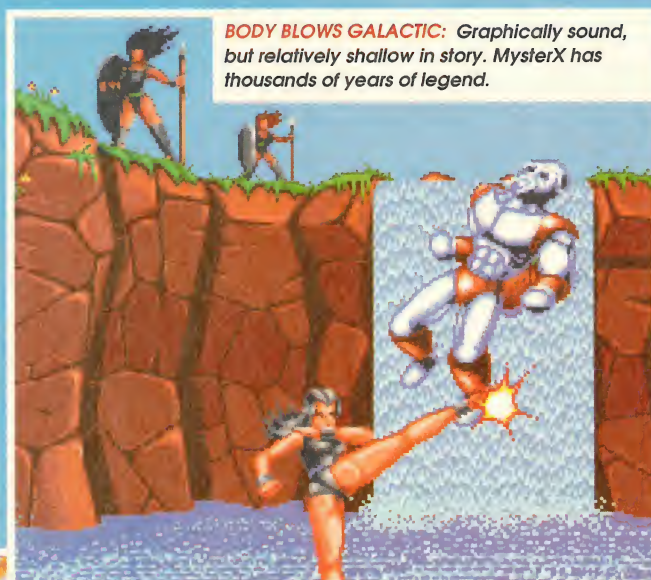
THE MAKING OF

Part 1

SEGA DOJO WORK IN PROGRESS

The beat'em-up has been with us for as long as computer games have existed. One of the finest forms of two player fun, they could justifiably be perceived as being somewhat shallow. Millennium are out to buck the trend with what seems like a very strange venture indeed.

BY: **PAUL ROUNDELL**



BODY BLOWS GALACTIC: Graphically sound, but relatively shallow in story. MysterX has thousands of years of legend.

There are any number of ways in which one can go about developing a computer game. The traditional way is for an individual or group of people to dream up an idea which they believe would be well translated into computer code, which, when finally manifested into graphical form would appeal to a predetermined audience.

This is known as an original idea, and whilst perhaps not too rare a beast in the early '80s when the BBC, Spectrum and their pretenders were sowing the seed for a new leisure time explosion, the Original Idea – in terms of computer games as indeed with most things – is now an endangered species. Not too surprising if we consider the sheer volume of software packages to have graced the shelves of the ever-growing number of computer shops over the years, but an alternative is always around the corner.

Branding has always been important, never

more evident than in the innumerable advertising campaigns running from the underground to television to – ridiculously – space. Game branding too has become increasingly significant in the last few years, with licenses as far removed as Robocop and Thomas the Tank Engine enjoying successful sales.

The Steven Seagal game currently in development on several formats perhaps heralds the start of a new era, with real people, and not just their cinematic vehicles becoming the focus of licencing attention. Millennium too have decided that this is the way to go, at least in this instance, and the idea might not seem too preposterous if it wasn't for one very important factor. The character around which their game revolves is unknown...

Unknown, at least, to those outside the world of martial arts, because Neil Axe (that's right – Axe) is one of the world's leading



MORTAL KOMBAT: Arguably the finest Amiga beat'em-up, packed with special moves and gore. MysterX shuns special moves in favour of realistic movement.

MysterX

STREETFIGHTER II: Will be hard pressed to compete with the alleged awesome speed of MysterX.



"We have always been cautious about releasing a true beat'em-up because they have always followed a set formula of Player A on the left attacking Player B on the right, and both players pressing buttons as furiously as they can. Millennium has a reputation for producing innovative games, and in our book innovation does not begin and end with special moves. MysterX is a living, breathing phenomenon, which certainly helps, but our whole approach to the game will give the player the ultimate in graphics, speed, gameplay and realistic moves. The game will encompass Japanese legend and actual combat skills, backed up by some of the most breathtaking graphics."

Millennium's Keith Smith on why they decided to invest.

exponents in, it seems, just about any oriental discipline you could name, and a dozen or so you probably couldn't. This month we take time out to introduce you to the man.

The story of the boy from Bucks who was taught karate by his seafaring father at the age of five has taken a long and meandering route to where it stands today – a 28 year old man on the brink of pixellated immortality. MysterX is hailed as being more than just another beat'em-up, but it takes an understanding of the man to understand the game.

Born in the year of the snake, Neil Axe ("Yes it is my real name – an old Anglo Saxon one which originates from the weaponsmiths of the south of England") spent seven years learning Karate based self defence, before using the next two years to hone his technique in two other forms of Karate – Wado Ryu and Shotokan. After brief experiences with

boxing, Akido and Judo, family changes meant a move to New Zealand for the then 14 year old, where a five year gap in his martial arts training was filled mainly with bouncing work in nightclubs.

On his return to this country, years more study resulted in the impressive list of achievements you see elsewhere on this page, but, time permitting, what of his interests outside of martial arts?

"Justice," is the firm reply, as Neil goes on to explain his very real belief in the concept of ying and yang, good versus evil and basic human rights.

"I believe very strongly that there should be some form of justice for those who suffer evil," he says. As for rights, three square meals a day, healthcare and the right to live in peace are his criteria for anything close to a decent world.

If this all seems very deep for an apparent computer game advisor, get ready to climb into your diving bell, the story behind the game gets much, much deeper.

Oriental legend has it that there are five guardians of the earth; Quazar, Stone, Storm, Aqua and Fire. All were banished from this plane 9000 years ago by man, who felt he no longer needed their advice. Since then, comparative chaos has descended onto earth, and without the guardians it seems set to continue. The guardians need to find themselves a human host through which to project themselves into this world once more, but the host is a rare beast, since he must possess a number of skills. The skills he needs are those of the fabled Manimal Warriors; Bull, Dragon, Crane, Leopard, Mantis, Monkey, Phoenix, Snake and Tiger, and it will take years to select the host, as a stiff test is required for the chosen one.

In 1988 Neil Axe led a team of four men across the United States, sparring in various towns, and cycling around 4000 miles from New York to San Diego. That was the test. The guardians had appeared to Neil in dreams before the trip, but it wasn't until he finished his quest – a fund raising event for Great Ormond Street Hospital that he realised it. Those who are a little unsure as to whether fact and fiction are becoming mingled here, let me make it clear. Neil states very clearly that the five guardians wish to make their voices heard through him, and that the guy who walked into the Millennium office with "a business plan for the rest of his life" is the same person whom the guardians have, for their own reasons, chosen as their host. The same guy who feels his purpose is to speak the wisdom of a timeless entity, the first step of which is to be conveyed through the ultra modern medium of computer games.

Videos, and the possibility of up to three Hollywood films will follow for Neil, and if you're interested, or simply think we're mad, be here for part two next month, when we ask just who MysterX is, and take an early look at the game, delving deep to find out more about the mysterious "piece of kit" Millennium are said to possess.

"Firstly there is no evidence that computer games affect the behaviour of players to the extent that they want to copy the actions of the heroes. Secondly, MysterX is a hero in the truest sense. In that he combats evil using skills acquired from centuries of tuition. We are very mindful of the shortsighted bigots who want to blame games for 99% of crimes committed. Today's computer games are yesterdays Cowboys and Indians. We cannot legislate for the lack of parental control that is the underlying cause of this controversy. Our message is 'go out and enjoy our games, we will continue to produce the best games that we can.'"

Millennium's Keith Smith on the controversy of violence in games.

Neil Axe - Training Record

1970-79	7 years Karate based self defence
	2 years Wado Ryu Karate
	3 months Shotokan Karate
	6 months boxing
	3 months Akido
	3 months Judo
	3 months Thai boxing
1985-90	2 years Lau Gar Kung Fu
	3 months Wing Chun/ Feng Shou
	3 months Wing Chun Kung Fu
	2 months bodyguard course
	1 1/2 years Atemi Jutsu: Karate
	6 months Shoot Boxing
	2 years Fon Moor Kuen
	4 1/2 years Kickboxing
	3 months Lion dance course
	3 months Ju Jitsu
	2 months Lau Gar Kung Fu
	3 months Boxing
	1 month Judo
	1 month American Gotu Karate
	1 month Okinawa Te/Lima Lama

ACHIEVEMENTS TO DATE

1988	Team Leader of sparring/cycle squad – USA
	First full time academy sponsored by local government
1989	Team Leader of tournament squad to Las Vegas
1989	Hosted Image Open, attended by Hollywood celebrities
1990	Selected for World Wako Championships. Unable to attend
1990	Image Open five pages of coverage in Black Belt Magazine – USA
1991	Juniors selected onto AKFA National Squad
1991	First academy to run adverts on Central Television
1991	MysterX character on front cover of Combat Plus in six issues
1991	Provider of demonstration team to WAKO World Championships, London, and NEC World Extravaganza
1992	Hyge Park display for 100 worldwide top businessmen.
1993	Signed to Millennium as Advisor for MysterX computer game.
1993	Appeared on ITV Little Picture Show viewers panel
1993	Team Leader of AKFA's national tour of USA

PD in profile

If you own a pair of magic trousers (like Neil), and have recently found a fiver in the pocket, why not invest in a PD game?

Yet again I've been lumbered with the task of ploughing through the numerous PD offerings we've received, so that you, the grateful reader, can check out the very best and latest chirpy cheap games currently available.

■ Cabaret Asteroids: Haven Computing Disk No. GA001

Call me naive if you want, but I was expecting a chorus line of space boulders, armed with straw boaters and canes, to high-step their way onto the screen before performing some bizarre song and dance routine. There's not even a glimpse of Liza Minnelli to be seen anywhere. Basically what you have is a standard version of the old arcade favourite, Asteroids. As with the Space Invaders clone which was reviewed in last month's mag, a fairly decent stab has been made at recreating the graphics and atmosphere of the original, and as far as it goes it's not a bad blast from the past.

▼ **CABARET ASTEROIDS:** Unfortunately this game isn't very helpful in the colourful screenshots department, so you'll have to make do with this monochrome marvel.



■ Biplane: R.M. Curtis and D.J. Davies-Llewellyn

More arcade hits here, and an attempt to simulate the old World War II shoot'em-up, 1942. Your propeller-driven plane appears at the bottom of the screen, and the battle-scarred landscape scrolls down towards you, bringing squadrons of machine gun rattling Red Barons with it. Not too much thinking is required, just fly around and shoot a lot and you can't go far wrong. The graphics are a bit ropy and the gameplay is a little slow, but then this is PD after all so you can't really complain too much. Unless you're particularly sad.

■ Space Powers: Pyramid Soft

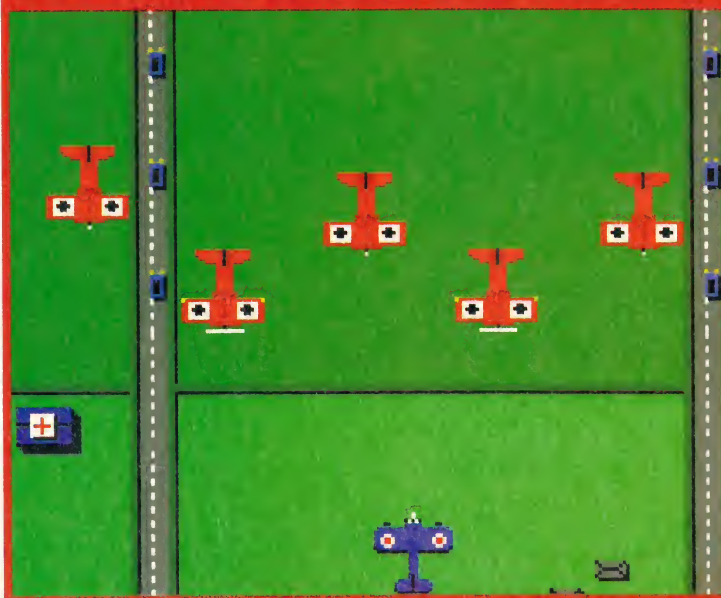
Our friends in Spain have come up with a space battles sort of thing where the general idea is to end up as the last surviving space ship. The action takes place around the orbit of an exceedingly small planet in some unknown solar system, and if I didn't know better, I'd say that some of the space vessels

were rejects from Blake's Seven and the BBC Special Effects department. You fly around the screen in Asteroid type fashion, collecting bonuses and firing at the other ships

▼ **BALDY:** Our gleaming domed hero takes another step towards immortality.



▼ **BIPLANE** The odds look a bit stacked against old Biggles here. Let's hope he can rely on his stiff upper lip to see him through this tough situation.



▼ **BIPLANE** More planes and some boats as well this time. Good lord, whatever next?



as you go. Only the best (or luckiest) will survive, and the four player option allows you to have a go at bashing your mates as well.

■ Baldy: Haven computing Disk No. GA151

This is a sort of platform affair where you have to guide the less than hirsute hero around the screen in search of lost disks. Joystick movements allow Yul to



▲ **SPACE POWERS:** Always remember that it's Mirror, Signal, Avoid enormous planet.

▼ **LAME ST PORTS:** The fleet's in town and there's sailors to court. Girls, get yourself down to Lamé Street Ports.



leap with gleaming pace from platform to platform; duck to avoid flying arrows as they whizz through the place where he once had a parting and teleport to different parts of the screen if things just get too much for him. It's quite good fun to play, and pretty addictive, but I can't quite connect with the idea of having a bald bloke as the central character. Maybe the programmer is trying to promote slaphead awareness or something.

■ **Lame ST Ports:** Haven Computing Disk No. GA043

Great hilarity came to the fore in the office here when Steve saw me playing this and asked me what it was called. Being a bit unsure about the title, I replied "Lamé Street Ports or something". Two hours later when his guffaws had been reduced to insane sniggers, and his tears of laughter had dried from flowing rivers to trickling streams, he informed me that the game was actually called Lame (as in 'poor') ST (as in 'Atari ST') Ports (as in 'conversions'). Feeling a bit stupid and mightily ashamed, I continued playing while Steve went round telling absolutely everybody of my foolishness. I have just about recovered enough of my credibility to be able to tell you that ahem... LSTP is a space invaders clone with comedy graphics. Say no more.

■ **Parachute Joust:** Haven Computing Disk No. GA141

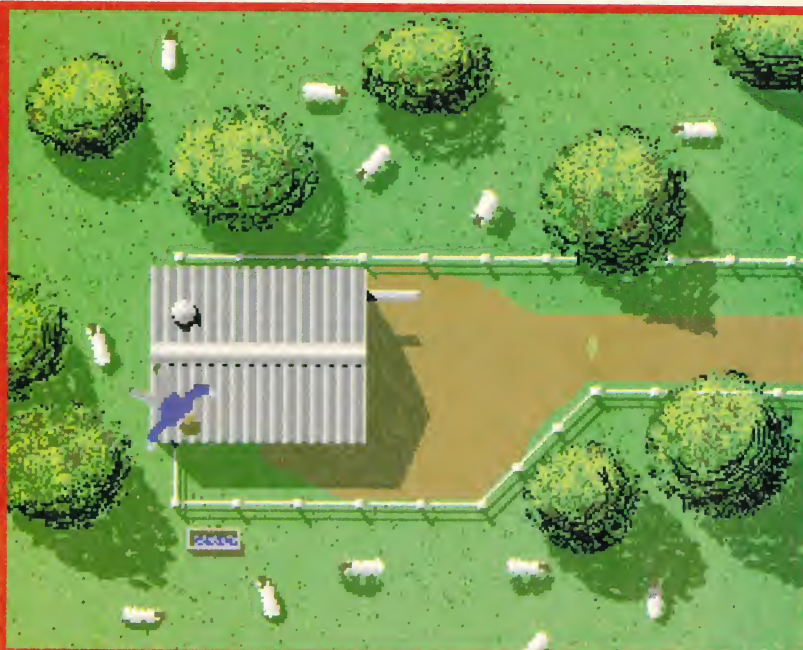
Out of this month's selection of PD action, Parachute Joust definitely has the best graphics of the lot, and is also based on the best game idea. Do

you remember that James Bond film where Roger Moore and that guy with the steel teeth fall out of an aeroplane with only one parachute between them? Instead of doing the decent thing and sharing the silk canopy, there's a bit of a scrap and Metal Molars plummets to the ground while Rog floats gracefully down to earth, Martini in hand. Well that's what this game's all about. Fight against the computer or a friend as you plummet towards almost certain death, but make sure that the parachute is safely in your grasp as the ground gets nearer and nearer. It gets a bit tiresome after a while, but the final sound and animation sequence is particularly good, and there's definitely a certain curiosity value.

■ **Cashfruit:** Haven Computing Disk No. GA157

Finally, pathetically addicted fruit machine gamblers take note. Here's a chance to save some of your hard earned money. You don't have to enter a seedy arcade to indulge in your sad hobby, nor do you have to endure the embarrassment of being turfed out of a pub for being too young. Simply tap a key or two on your Amiga, and all the 'thrills' of gambling can be yours in the safety of your own bedroom. obviously you can't win any money, but you can't lose any either. If you like to gamble, I'll tell you how to lose. You win some, you lose some, it's all the same to me.

▼ **CASHFRUIT:** Ignoring the fruit machine's lewd suggestion is the best option I think you'll find.



▲ **PARACHUTE JOUST:** I take it that I've lost this particular game then, and will soon be having a rather painful 'head through a corrugated shed near some sheep' experience.



▲ **PARACHUTE JOUST:** Nice brown trousers incident there from the guy in the blue cardigan-style blouson.



▲ **PARACHUTE JOUST:** Don't look so worried man, at least you've got a parachute to arrest your fall.



CONTACTS

Haven Computing, 15b Meeching Road, Newhaven, East Sussex, BN9 9RL.

Pyramid Soft, PO Box 2103, C.P. 29080, Malaga, Spain.

R.M. Curtis and D.J. Davies-Llewellyn, Tel: 0831 672746



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U243	D-Solve	Crossword - complete with two crosswords

DEMOS

D015	Agatron Star Wars (1 meg/2 disks) (N)	Captivating graphics
D058	Enterprise leaving dock	Famous animation
D075	Girls of sport	Pretty shots of talented girls
D148	The Run (1 meg) (N)	T. Richter's car-chase animation. Good
D162	Stealthy Manoeuvres (1 meg)	Excellent demo
D166	Star Trek Animations	Anims. of USS Enterprise
D177	Star Trek Animations	Agatron no.17 More like above. Good
D225	Reincarnation of Sgt. Pepper (2 disks, 1 meg)	Beatles classic
D261	Red Dwarf (2 disks) (N)	The White Hole
D271	Odyssey (5 disks) (N)	Excellent space adventure animation
D278	Desert Storm	Information on Gulf War
D280	Jesus on 'E's' (2 disks)	Excellent rave music
D281	Dolphin Dreams	Slide show of these lovely creatures
D282	How to skin a cat	Amusing demo

MUSIC

M006	Baldance remix (N)	Really good disk. Catchy stuff
M062	Random Access	Art of Noise and more. Startling acid track
M084	The Wall	Pink Floyd classic
M090	Led Zeppelin	Stairway to Heaven etc.
M093	MC Hammer	You Can't Touch This
M102	No Limit (2 disks)	Catchy tunes

GAMES

G005	All New Star Trek (2 drives)	USS Enterprise classic. Best one
G008	Balloonoacy	Drop bombs on city from balloon
G010	Breakout	Classic bat & ball game
G011	Blizzard	Horizontal shoot-'em-up. High quality
G014	Adventure Solutions (2 disks)	Loads of hints of commercial games
G015	Crossfire (1 meg)	Excellent game written in AMOS
G019	Dungeon Delver (2 disks)	Difficult adventure quest
G021	Demolition Mission (1 meg)	Similar to Balloonoacy, good fun
G023	Electronic Train Set (1 meg)	Construct own train set
G025	Entropy	Shoot-em-up
G043	Learn and Play 1 (N)	Good for the kids. Blackboard maths. etc.
G044	Learn and Play 2 (N)	More fun for the kids
G053	Mayhem	Brilliant shoot-'em-up
G065	Pixie Kingdom (2 disks)	Tricky adventure game. Good
G071	Return to Earth (1 meg)	Space adventure
G084	Wet Beaver Tennis (N)	Simple, but good fun bat & ball game
G088	Writhed One	Good general knowledge quiz
G102	Simulation 1 (1 meg) (N)	Recommended. 5 games including Metro
G109	Wheel of Fortune (N)	TV Quiz, computerized
G124	Napoleonic Warfare	High-quality simulation
G143	Card Shop	Well presented card games
G148	Galactic Food Fight (N)	Blow up those burgers
G149	Raphaels Revenge	Difficult platform adventure
G152	Leaping Larry	Jump onto elevators
G153	Growth (N)	Destroy an expanding brain
G155	Mission X	Quality shoot-'em-up
G157	Quadrax	Difficult puzzle game
G162	Storyland 2 (N)	Create a childrens adventure
G165	Super Skoda Challenge	Car racing game
G170	Amos Cricket	'Owzat!
G171	Top Secret (N)	Quality platform game
G175	Whizz Wall	NEW Wizard shooting game
G176	White Knight	NEW Excellent shoot'em up game

G180	Tank Attack (N)	World War 2 simulation
G204	Super League Manager	Manage your own Soccer team
G207	Flagcatcher	Find the flags. Very addictive
G208	Grand Prix Simulator	Excellent
G209	Games Galore Ten (N)	14 excellent games
G214	Parachute Joust	Try & catch a parachute
G215	Battlements	Hunchback game
G217	Act of War	Excellent strategy game
G218	Roulette	Casino Classic
G219	Space Rescue	Guide Spaceship through Terrain
G220	Sub Attack (N)	Also landmine bomber
G221	Revenge of the mutant camel	Shooting game
G222	Neighbours adventure	(2 discs) Bring Paul Robinson to court
G223	Wizard Wars	Graphics Adventure
G224	Strategic Games (N)	3 excellent games
G225	Addams Family Quiz	Quiz on cult TV programme
G226	Dual	2 player shooting game
G227	Assassins 24 (N)	4 games including 3D Maze
G230	Assassins 27 (N)	Addictive card games
G231	Assassins 28 (N)	These include Dr.Mario, Invaders 2 & Mad Bomber 2
G240	Assassins 37 (N)	Ghost Ship, Claktris etc
G241	Assassins 38 (N)	1 on 1 baldy & transplant
G243	Tetren	Excellent Tetris clone
G244	Legend Of Lothian	Version 1.02. Adventure
G245	Iron Clads (2 disks)	Graphic adventure
G247	Quiz Master	Quiz which includes Editor
G248	Assassins 40 (N)	10 Puzzle Games
G249	Assassins 41 (N)	includes 3 Games
G250	Atlantis	Excellent Adventure Games
G252	Bombjacky	Rescue the dying planet
G254	Airport (N)	Patrol your own airport
G255	Amos Games	5 Games including Glassback
G256	Slamball	Management game of US football. Type Sport
G257	Relayer	Shareware game. Brand New!
G300	Blob	Shoot'em up
G301	Sector 1	Excellent game
G302	Micro Market	Stock exchange game
G303	Strike Ball	Amos written baseball type game
G304	Skidmarks	Racing driving game
G306	The Funhouse	3 games including Enigma
G307	18th Hole (2 disks)	Excellent golfing game
G308	Gush	Very similar to pipeline
G310	Zalycon (2 disks)	Space shoot'em up
G324	Physco Santa	Waggle your joystick with this festive disk
G325	Mister Men Olympics (2 disks)	Excellent game for disk as reviewed in Amiga Computing

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D286	No point of sale	Stunning French demo
D288	Revelations	Photo realistic slideshow
D290	Raving Mad Me	High quality music demo
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G322	Giger Tetris	Tetris clone
G323	U Chess	Brilliant chess game
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62°

MANCHESTER PREMIER LEAGUE

▼ Jimmy Hill: Games such as this are better for the game of football as a... Whole.



Glory glory Man United, as the Reds go marching on on on. (Nice record lads).



© SKY SPORTS

▼ Ron Atkinson: Krysalis have programmed Premier League Champions with this Tactigrid for fun.



Hurrah! Hurrah! Oh yes yes yes yes yes! It's been a long while in the making, but finally, it's here - the latest Man Utd 'em-up from Krysalis, and oh my woooord it's looking mighty fine!

I like Man Utd. See those mighty reds - that's my favourite team that is. Oo-aa Canton-ah, ooh Giggsy Giggsy, Ryan Ryan Ryan Ryan Giggs! Let's do something different. Blueprints get a bit stale sometimes, don't you think? They need spicing up from time to time and I've got just the thing. We're going to start giving a percentage at the preview stage - yes, that's what we'll do, starting right here with this one.

Let's see then: graphics - oh, 98 per cent for those, and what about the sound? There's no sound in the preview version but it'll be dead smart, so let's say 93. No, 95 - 95 per cent for the sound. So that means that the overall score has to be in the region - PUNCH! (Paul falls over with blooded nose)

Right, this is Neil here, and the speedings a bite dodgy 'cos I've just broken my hand on

Paul's face and now I can't type properly. The reason for my pugilistic outburst stems from the fact that I'm a Burnley fan (snigger - sulking Ed, and everybody else in the office), and I couldn't give a flying toss about Sadchester United and all their pathetic little 'supporters' who wear the shirts but never bother to go to any of the games (Hear Hear!! - Steve).

Whoa there Bub! I'm the Ed and what I say goes around here. Now damn well sit down and give this the best write up you ever - KICK! (Paul limps off, squealing in a high voice).

Enough of this bickering, anyone would think we were the F.A. and the Football

League the way we're going on. (Neil returns, complete with sore foot but determined not to let partisan loyalties get in the way of his sure-

UNITED CHAMPIONS



▲ Brian Clough: Now listen here young man, wibble Hic! It's as good as an Edward Sheringham volley, wupleyhey, huntafa!

to-be-average preview).

Okay, okay, you want to hear about the game, so here we go.

What Krisalis have attempted to produce is a cross between a football tactical sim (kind of management for beginners) and a full-blown arcade style footy game. All 92 (or is it 93 or 94 now) league clubs are included in all their glory, along with the denizens of the Vauxhall Conference and 50 other non-league sides. Choose your favourite team and you can play a whole season of chasing a pig's bladder around a field with nice white lines on it.

Before each game commences, you have the opportunity to pick your best side for the upcoming match, and alter the tactical formation if you feel the need. MUPC is different from other similar games in this respect, as the unique Tactigrid allows you not only to change your playing system from say, an aggressive 4-2-4 to a more Arsenalesque 7-2-1. There is even the option to change the role of individual players within each formation. For instance, if you think that there is an enormous amount of space available down one of the flanks, and the full back looks

a bit dodgy, you can alter your winger's position on the Tactigrid so that he hugs the touchline a bit more. In the words of arcade code programmer Pete Harrap, "Tactigrid is not a gimmick, it's bloody brilliant!"

Once you're happy with your side, you can then take to the field wearing one of the natty and totally up-to-date kits available to your team. Play commences in either one or two player mode, depending upon your initial choice at the

beginning of the game, and the rest is up to you.

The match graphics are very similar to Sensible

Soccer, but a little smaller so that

more of the pitch is on the screen at any one time. Graphics programmer Neil Adamson was particularly adamant that more of the pitch should be made visible to the gameplayer: "It's the same reason why most football fans would rather go and watch a real match where you can see the whole thing, the build ups, the runs off the ball, as opposed to watching on T.V. where you only see part of the story".

Pete Harrap is especially pleased with the look of the match sequence, and claims that "The players look more human and play more realistically" (than in Sensi Soccer).

And that's about as far as it goes at the present. It would be unfair to comment on the gameplay of the match sequence because the game isn't yet finished, but as soon as we have a finished copy we'll be sure to let you know.

The 'management' section is more or less complete though, and it would be fair to say

"Tactigrid is not a gimmick, it's bloody brilliant!"



© SKY SPORTS

that this part of the game does look very impressive. Statistics coder Simeon Pashley says: "As much effort has gone into making the statistical content as realistic as possible whether you elect to be Manchester United or Doncaster Rovers."

Yes indeed, the wealth of data available is very comprehensive, and you should find all your team's favourite players there complete with accurate hair colour and skin tone. The only feature the programmers couldn't manage was a bald head, so fans of Ray Wilkins and Kevin 'Rooster' Russell will just have to use their imagination.

I really like what I've seen so far, and I can't wait to see what the finished product plays like. Let's hope I'm not disappointed.

▼ Kenny Dalglish: Aye, I'll gie ya fieve million for it. Jack willna mind, he's laeded.



▲ Graham Taylor: That blonde haired man should not have been on the pitch! Blead etc.

PROJECT: Manchester United

HOUSE: Krysalis RELEASE: Jan '94

TEAM: In House PRICE: £TBA

COMMENTS: Nice to see that efforts are being made to improve the footy simulation genre, and the appearance of the new Tactigrid certainly seems to be a further step in this direction. I don't think it will be too long before other programmers are copying this approach in the search for the ultimate realistic football game. Us football fans are a partisan lot I know, but the title didn't put me off once I realised that the game was not exclusively the realm of Manchester United supporters. I can't speak for others though, and I hope MUPC doesn't suffer as a result of using this particular license. I assume Man City supporters won't be splashing out.

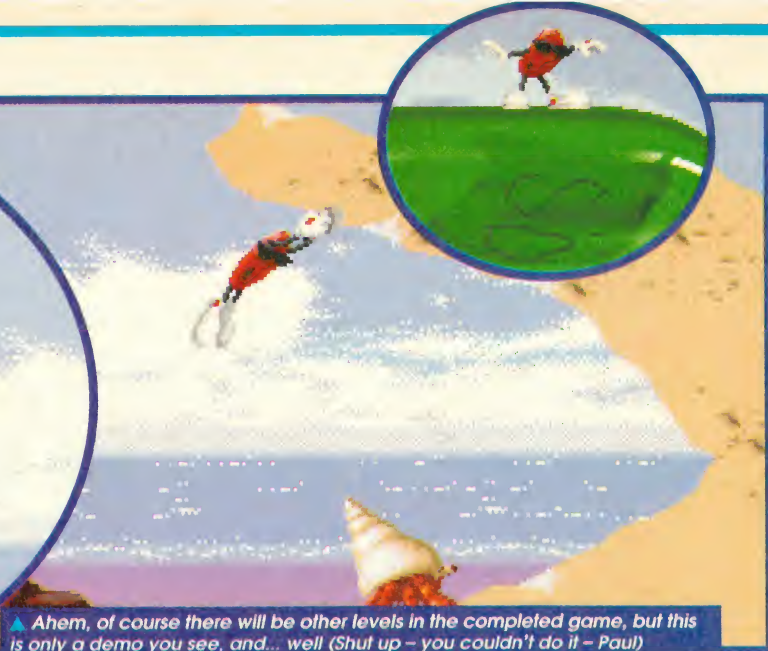
INSPECTED BY: Neil (& Paul)

62°

▼ The end is nigh when Spot goes into the clouds. Check out the excellent animation on those dives as he heads back down to earth.



▲ Ahem, of course there will be other levels in the completed game, but this is only a demo you see, and... well (Shut up - you couldn't do it - Paul)



COOL SPOT

The hippest zit on the consoles is set to take a bow on the Amiga at last...

Console kids have all the fun as far as platform games go. Not content with the excellence of the two main characters Sonic and Mario, there are new characters springing up willy-nilly all over the place, and what are we stuck with? Suburban Commando and Doofus that's what. Quite frankly I think that's ridiculous and more than a touch unfair. I'm not standing for it any more!

Actually, that little tantrum was

completely unnecessary as, thanks to Virgin, one of the latest MegaDrive and SNES superstars, namely Cool Spot, is about to make a debut

appearance on the Amiga, and looks set to considerably change things on the platform front.

At the moment the game is a good way from completion but Virgin are fully confident that they can meet their December deadline, and if all of the levels are of the standard of the two we have seen in the demo, you can expect this to fill many a christmas stocking come December the 25th.

"Everything seems right about this game."

I have to profess to being more than a little impressed with Cool Spot's looks, as indeed I was with Virgin's other big release Mortal Kombat. Their programmers are certainly showing that graphics of the standard other machine owners are used to are possible on the Amiga and are putting many other software houses to shame.

This would be immaterial if the gameplay wasn't up to scratch, but it would seem that once again this aspect will have been more than adequately catered for.

Admittedly I haven't seen the final working version, but I have seen two levels that I believe to be complete and it would be very surprising if the other as yet unseen levels fail to come up to their very high standard. If this is the case Cool Spot will be a definite contender for the top position in our Platform Super League, which, believe me, is a highly sought after position.

Everything seems right about this game. The main character is highly appealing, the graphics are well drawn and animated and the gameplay would appear to be more than challenging. I am certainly looking forward to the finished version as it is very rare that a platform game stirs an interest in me these days, I'm afraid.

▼ Scantly dressed crabs are no problem for a restart-hitting piece of acne. Bit nippy, innit?



PROJECT: Cool Spot

HOUSE: Virgin

RELEASE: Dec '93

TEAM: In House

PRICE: £TBA

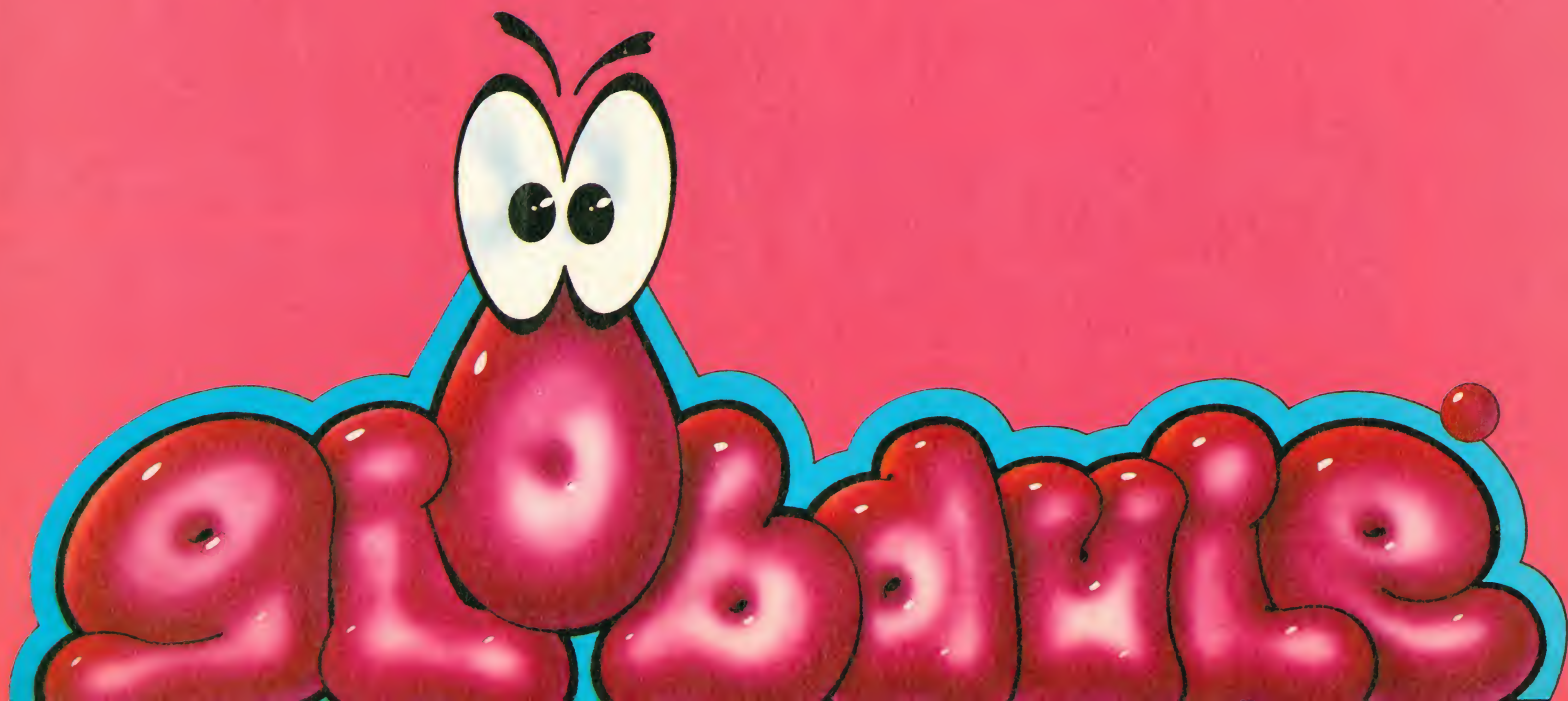
COMMENTS:

Cool Spot looks like proving that the consoles domination of quality platformers is a situation that has arisen simply because programmers cannot be bothered putting in the time and effort required to achieve this quality on the Amiga. (So no more games for us then - Paul). If Virgin can do it, and they look odds on to do so with this, it shatters the excuses and will hopefully spur some of the larger houses into getting their acts together and giving Amiga owners the software they deserve. Even if this doesn't happen at least you will be able to enjoy the offerings that Virgin supply, and in particular this one if it turns out to be as good as I think it will.

INSPECTED BY: Steve

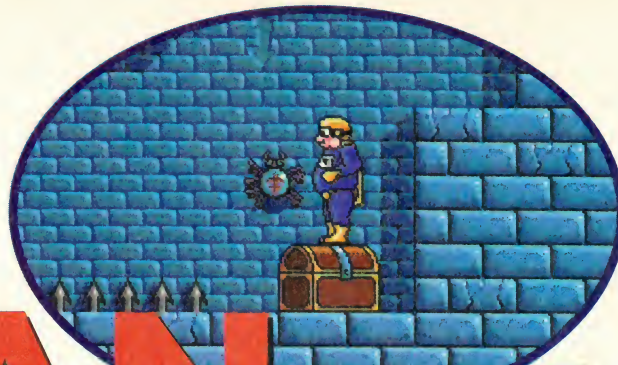


SPLATTING ONTO YOUR AMIGA SCREEN NOW!



Chuck your weight about in yet another platform game.

FATMAN



▲ Fatman is a particularly unlikely hero for something like a computer game.

Obesity. Not pleasant is it? Unfortunately it is just one of the increasing side effects of the so called leisure are which we're in at the moment. Along with heart disease and the loss of social skills, it is one of the major drawbacks of being a, to coin a phrase, couch potato.

Ted Thinsin is a mad scientist. And he, in his madness, has invented a new formula that will, he hopes, eliminate all of the fat people on Earth. Not all of the overweight people are prepared to just sit down and take it though. One man, one exceptionally large man, will do his utmost to prevent this tragedy happening, and that man is Fatman.

There is one slight drawback though. Thinsin – remember him? – had foreseen the danger that Fatman posed and has kidnapped his lovely wife Blobetta.

As Fatman you must burp your way through 15 of supposedly the largest levels ever seen, set in seven separate worlds all literally jam packed with those lovely calories you adore so much. On the way you must make good use of your world famous belly butt to make short work of your enemies which include ghastly ghouls in the Egyptian tombs and pirates who are trying to steal your



◀ The driving force behind all of Fatman's life. A nice bit of meat.

be safe once more.

As you might have guessed by this stage Fatman is a platform game. With a story like that what else could it have been? I don't think flight sim fits the mould, or indeed RPG for that matter, but platform sits there quite snugly.

The whole game has an exceptionally cartoony feel, especially the graphics, and not just the main sprite either. The backgrounds could also have been lifted straight out of Bananaman or

whatever it is that kids seem to be watching on the television these days.

Apart from that it is difficult to tell at this stage how this will differ from the thousands of other platformers that seem to be released every week. As always with this type of game it really does need something extra special to even keep its head above water, without that it will sink without a trace.

precious food. You will also have to deal with huge octopuses, monsters and dragons before your quest is complete.

If you can make it, a final confrontation with Thinsin himself awaits in perhaps one of the worst possible places – the Pizza Factory. If you can manage to throw your weight around to a sufficient extent here victory will be yours, and the lardbellies of the world will

"...seven separate worlds all literally jam packed with calories"



▼ Belching at your enemies is one way to dispatch them. Or you could knock them away.



▲ As Fatman you need to watch out for hazards and obstacles around every corner.



▲ Hi, my name's Barry Belhel, and this is me before I lost 472 pounds on the Slim Fast plan!

PROJECT: Fatman

HOUSE:	Kompart	RELEASE:	Christmas
TEAM:	Black Legend	PRICE:	£25.99

COMMENTS: Armed with an exceptionally large cheeseburger and an expanded stomach region, Fatman sets on a quest which is rather different from most, to say the least. Whether the actual game will change significantly is entirely another matter. Black Legend are a development team who I haven't heard much about. As they are pretty new it would be nice to see them throwing some fresh ideas into the already vastly overcrowded ring. Let's hope so, because to be honest, the same old stuff endlessly churned out over and over again is becoming more and more difficult to stomach each time. (What he's saying is that this looks OK – Paul).

INSPECTED BY: Steve



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COMPARISON CHART

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* Figures taken from Amiga Computing, October 1993

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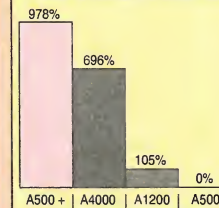
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GIVING THE GA

JOE! JOE! JOE!

The hard hearted Paul didn't like young Joe (!) too much, but many of you, it seems, did. Lest ye be coming a bit unstuck in its labyrinthine levels, here's what to do to "beat the ghosts." Thanks (and games) to Paul S Luby.

Weird Effect!!

Here's something very strange that I also discovered. Connect two joysticks and select a two player game. When the game begins kill off Joe so that only Nat remains. Now unplug the joystick from the mouse port and replace the mouse. If you move the mouse around a bit, everything will slow down (until you move the mouse again) including the music. It's not very useful but it's quite funny, and it's like watching an episode of "The Six Million Dollar Man" as Nat does slow-motion jumps just like the bionic man himself, seriously weird!!!



Weapons

- **Punch:** A bit feeble really.
- **Kick:** Good for killing thugs on columns.
- **Shurikans (throwing stars):** Good for reaching a baddie on another ledge that is level with you but separated by a gap.
- **Iron bar:** Excellent weapon because you can also use this as you're jumping. Unfortunately, you can't crawl through tunnels while you're holding it and you can't climb ledges, but it does allow you to jump a little bit higher (useful for getting out of holes on level 3).
- **Nunchuckas:** Not as powerful as the iron bar, but it is faster and you can climb ledges while you're holding it. The bad news is that you can't use it while you're jumping.
- **Petrol bombs:** Great for killing enemies below or above you, or enemies that crawl around your feet, such as the rats. Best used on big baddies.

Baddies – Level One

- **Thugs:** Don't try to kill them with punches or kicks (unless they are on small ledges) as they will jump over you. If you are level with them use the iron bar, shurikan or nunchuckas. If you are below or above them use a fire bomb, you can also use the iron bar if you are below them.
- **Bats:** Use anything except fire bombs and punching (unless they're flying low). The iron bar is best.
- **Rats:** If they are above you, use a fire bomb or the iron bar. If you are level with them you can only use a fire bomb as this is the only weapon that can touch the floor. Otherwise jump over them. If they jump at you, punch them.
- **Vampires:** Use nunchuckas or iron bar. Don't punch them as this takes too long.
- **Skeletons:** When they are rolling around as skulls punch them and they will die with only one hit. Don't use the nunchuckas as they will roll straight under them (draining a lot of energy).
- **Barrels:** Punch them, jump over them, firebomb them or walk along between them.

Don't use the nunchuckas as they're no use against them (unless they are bouncing or even falling).

Baddies – Level Two

- **Mummies:** If you're unarmed, kick them. If armed then the best weapons to use are the nunchuckas and the iron bar.
- **Guns:** If you're sliding, kick them. If you're stood on a ledge (or jumping up a slope) use the nunchuckas or the iron bar.
- **Blobs:** See Guns.
- **Snakes:** Use anything except petrol bombs (too precious to waste).
- **One-Eyed Jumping Stones:** Use the nunchuckas because they kill them the quickest.
- **Exploding Suns:** When you get close to them they flash for a few seconds and then explode (horizontally and vertically) in four directions (Dynablaster style). Simply run away from them when they flash.

Baddies – Level Three

- **Firing Faces:** Try to kill these before you deal with anything else, because their bombs/bullets drain a lot of energy. Use the iron bar.
- **Indians:** Jump over their weapons and kill them with the nunchuckas or iron bar.
- **Mobile Bomber:** This throws bombs at you very rapidly.
- **Blade:** Avoid.

Baddies – Level Four

- **Ninjas:** If you're unarmed use kicks. Otherwise use nunchuckas, don't use shurikans because they jump over them.
- **Red Blades:** Avoid (quickly!)
- **Sumos:** Use anything, nunchuckas are certainly the best.
- **Wall Ninjas:** Try to avoid these or use the nunchuckas on them.
- **Green Chests:** These are actually baddies in disguise, use the iron bar or nunchuckas.

Baddies – Level Five

- **Punks With Chain:** Get in close and quickly use the iron bar.
- **Gunman:** Jump over his bullets and use the iron bar (one hit!).
- **Knifeman:** Duck under his knives and use the iron bar.
- **Mines:** As with the suns on level two they explode when you walk near them so just jump over them.

Baddies – Level Six

- **Missile Men:** These fire homing missiles from above you, so you can only kill them with the iron bar.
- **Knifeman:** See Level Five.
- **Punk With Ghettoblaster/Iron Bar:** Use iron bar.
- **Flying Cyborgs:** This is a flying robot with Professor X's face, use iron bar.
- **Rolling Cyborg:** This is similar to the flying version but rolls around on one wheel, use the iron bar.
- **Mobile Bombers:** See level Three.
- **One-eyed Stones:** See Level Two.

General Tips

- Collect as many weapons as possible (especially the petrol bombs), you'll need them.
- The petrol bombs are hard to see on the level two so keep an eye out for them. Try not to waste them.
- Slides - To travel up hold the joystick diagonally up. When you're sliding down, push the joystick diagonally up in the opposite direction to slow your descent (ie. if you're sliding down right, push the joystick up left), which will help you avoid shooting baddies.

Level One

Level one has three big baddies, by using this route you will only meet two of them and can avoid the vicious blade-wielding zombie.

Right through the doors, kick painting, drop down and kick the two ledges on the right to reveal some goodies. Then go down the stairs (avoiding barrels), collect some nunchucks at bottom and hit the blocks on the right to reveal some more goodies. Go back up the stairs, hit thugs with nunchucks, walk right, kill the bat and collect the petrol bomb. Continue walking right (jumping over the spikes), kill the skeletons, collect the petrol bomb and walk through the door. Hit the stairs, jump onto them and kill the painting. Continue up the stairs, walk right (killing the skeleton) and jump into the shower to recharge energy.

Walk left, jump onto the ledge, up the stairs, kick the painting and continue until you reach another skeleton. Kill it and continue up the stairs killing both the thug and painting with the nunchucks. Drop down making sure to avoid the rat and hit the treasure chest to reveal lots of energy. Jump back up onto the ledge, walk up a few steps, turn around and jump onto the first right ledge. Continue right (killing skeletons and vampires), drop into the water, keep going right, go down the ledges (keep to the LEFT) and at the bottom you will find a tunnel containing lots and lots of lovely goodies.

Jump/climb back up the ledges (avoid spikes on right), drop back into the water and jump onto the first ledge on the right. When face to face with the first thug, throw a petrol bomb at him. Then jump onto the next ledge and repeat the same with the other thug. Switch to the nunchucks, now jump up onto the ledge on the left, walk left up the stairs, kill the bat, go over the bridge, kill the thug and bat and continue left until you see a small column. Walk towards it (hitting the barrels as they fall with the nunchucks),

when the rat walks to the left of the screen, jump over the column and quickly throw a shuriken at it, kick the first ledge and continue up.

Jump over the thugs's knife, kill him and the bat, and continue left (avoiding the spikes). Kill the skeletons and the thug, drop down and walk right to discover another chest. Go left, kill the painting, collect goodies from ledge, continue left, climb up ledges killing thugs (don't worry about energy loss), and continue right where you'll find another chest (energy). Continue going up, collect energy (if required), jump up onto right ledge and continue right (killing the skeleton, the painting and the thug as you do). Jump up onto the next ledge and use a shuriken on the thug, collect the energy and drop down onto the next ledge where you will find a chest.

Down, right, up, collect shuriken, up, kill thug, jump right onto the top platform and crawl along until you reach the end. Climb up the ledges (killing thugs with nunchucks) until you arrive at the top (collect energy if required), walk left, kill vampire, jump over the first column and hit chest. Jump across gap, kill bat, go over the bridge, jump left onto the next platform, kill thugs, use petrol bomb on third thug and climb onto ledge. Jump onto the right ledge and jump into the shower to recharge your energy.

Continue down left (avoiding the rat and spikes) and kill the thug with the nunchucks, up, walk left and a big baddie will appear. As you enter the room pieces of the platform will collapse (be careful not to fall), when they have collapsed jump onto the second highest piece (so that you are almost level with him) and throw a petrol bomb at him as he jumps up (if you time your throw correctly you'll only need one, otherwise you'll need to use two). He will die without even hitting you once.

Jump up onto right ledge, walk right, up left, collect gas cans and chainsaw. Now jump up the platforms onto the roof



(collecting gas cans and destroying the barrel dispenser as you do), switch to the nunchucks, walk right (DO NOT walk left) and slide down the roof. Continue right (avoiding spikes) and jump up onto the right ledge and collect the iron bar. Carry on walking right (avoiding more spikes and killing baddies with iron bar), jump right over the column and you will see the Count.

The best weapons to use are the iron bar, the chainsaw and the petrol bomb. The best tactic is to quickly run to the far right of the screen. He will then warp to that position, now jump onto the nearest ledge (to the left) and (very quickly, before he moves again) throw a petrol bomb at him. If you stand perfectly still, so will he, but he will also get fried by the bomb. If you don't have any petrol bombs your best chance is to just charge at him with the chainsaw. When you've defeated him, walk right and you have completed level one.

Level Two

Walk right (over the spikes), kill snake, up stairs, up right (kicking/punching the blobs), walk right and slide down the slope (avoid the spikes and killing the guns by kicking them). When you get to the bottom, collect the energy and walk left. Kill mummy, slide down the next slope (killing the blobs), kill mummies, up left (avoiding the guns), up left, collect nunchucks, kill sun before it explodes (or avoid it).

Slide down right, kill snake, up, up left (avoiding guns), up right, wait for sun to explode. Here you will face the first big baddie, use a combination of kicks and nunchucks to kill him. When he dies a hole will open above, climb up, walk through the hole, and slide down left. Collect energy,

FEOLIOX

YOI JOE!

slide down right, avoid sun, collect petrol bomb, down, kill snake, walk up the stairs (killing the one-eyed stones, and collect the energy they leave behind). Down the ledges, collect the petrol bomb and kill the snake.

Continue down stairs (jumping over one-eyed stones and collecting goodies), avoid sun, down, collect petrol bomb, kill stone and snakes. Collect energy, left (over spikes), kill stone, left, hit chest, you will now meet the second big baddie.

Quickly (and carefully) make your way across to the left of the screen and climb onto the ledges, from there you can throw the petrol bombs to drain a lot of the baddie's energy. Finish him off with kicks and the shurikans (on the top ledge above you). Walk right (crouching down), killing mummies, collecting energy and goodies. Up ledges (avoid sun and collect shurikan), kill snakes with kicks and nunchucks, continue up until you arrive at the iron bar, collect both that and the shurikan. Now proceed right up the stairs (collecting goodies), down, down next stairs, kill snakes, down, kill snake, walk right and you will meet level two's Meanotaurus. Some sections of the floor collapse (every second stone), so jump across these sections (left and right) hitting the baddie with the iron bar (jumping over him when he charges you, and remember the spikes). When he stands still (snorting) hit him like crazy (but get ready to jump). When you've killed him walk right to the exit.

Level Three

This level is ENORMOUS, if you use this route you will avoid meeting TWO of the big baddies, which of course only leaves one.

Walk left up the stairs, when you reach the top avoid the firing face by crawling underneath it and collect the nunchucks. Avoid the second face and jump over the first face block, collect the energy, avoid the

next face, continue left, jump onto the second block and fall with it. Kill the indian, jump onto the third block (avoiding the spikes above), you will notice that the next block is above you, walk slowly left, the block will shake and then fall, climb over it, step onto the next block and fall with it.

Kill the next indian and jump onto the next block, avoid the block above (as before) and climb over it, stand on the next block and continue left. Collect the iron bar and the energy. Now hit the statue marked "hit" until it explodes, walk back right and you will discover that a new hole has appeared, drop down this (collecting the goodies), kill the mobile bomber, walk left (jumping over columns (watch out for the falling block)). Continue left, jump over the first block, kill indian, left, jump over second block, stand



on the third and fall with it.

When the firing face closes jump out of the hole and hit it with the iron bar. Carry on going left, drop down (watch out for the blade), walk right and avoid the four falling blocks (climbing over each one after they've fallen). Collect petrol bomb, continue right, kill both the firing face and the indian with the iron bar and collect the chainsaw. Switch to the iron bar, jump onto the first step (watch out for the spikes) and kill the firing face on the wall, now jump from column to column to over to the right.

Kill the next firing face and collect the energy, kill the next face and the indian. Continue right (jumping over the spikes), avoid the falling blocks, continue right, kill indian, walk down the stairs (killing the face and the mobile bomber), right, collect shurikans, left and stand on the hinge of the firing face. He will then open allowing you to hit him, continue left and hit the face above.

Walk down stairs, hit the chest and jump up onto the left ledge. Kill the indian, continue left jumping over all the blocks (killing the baddies with the iron bar) until you reach a gap, jump over this and jump across the columns until you are standing on the fifth one, drop down to the left and you will land on a yellow rock. Walk off this to the right and continue travelling in a down-right direction (killing the baddies on the way of course), don't worry about falling as you can't fall off the screen.

Continue in this direction until you get to what looks like a mine shaft. Drop down this and collect the petrol bomb, kill the indian and walk off the end of the ledge. Now onto the one below, jump off this platform to the left and you should land on three small columns, jump off this ledge onto the ledges on the right, then jump up onto the ones on the left and jump across to the where the skeleton is. Jump over the first column and kill the indian, now jump over the second column and drop down left, kill indian, walk left and drop off the end. Kill next indian, jump left onto the next ledge below, kill indian and jump left onto ledge above, kill face, switch to the nunchucks and jump left onto the facing ledge.



Kill indian and continue climbing up the ledges travelling towards the left. Eventually you should reach another firing face in a tunnel, kill it and mobile gun. Walk left along the tunnel (killing baddies) and drop down (avoiding blade). Walk right (killing bombers and faces) and drop down, walk left (killing more bombers and faces).

Drop down and continue down (avoiding blades) until you reach the bottom. Walk right, up (killing faces) and slide down. Walk left, kill the face, collect the first petrol bomb (collect the second only if you're very fast). Right, kill indian and bomber, up, left, up (avoid blade), kill indian, right, down, right, kill bomber, jump up and hit the bottom face on the statue (use iron bar). To remove the block on the right, jump over the column, down, walk right along the tunnel and you'll now meet Marcos Cane.

This guy is easy to beat, every time you try to hit him he jumps over you, so switch to the iron bar. Now if you stand on one spot, but keep turning around (ie face left, then right, then left, etc.) and rapidly tap the fire button he'll keep jumping into the path of your iron bar and die easily. Walk right and you're at the exit.

Level Four

Walk right (jumping over blocks, kicking bats, and collecting petrol bombs) until you reach the entrance of the temple. Kill ninja, jump over the gap and collect the energy. Walk left and drop down, right, down, left, jump over the gap and kill the bats. Down the stairs, kill ninja and continue left through the water. Up the stairs and over the gap, collect shurikan, drop down, swim through the water (avoiding the fish).

Jump up onto the ledge on the left, walk left and drop into the water. Continue left until you get to the third ledge, drop down

from this to the left, swim under the column, jump up onto the next ledge and collect the nunchuckas. Return to the third ledge, jump up onto the ledge on the left, up the two steps and jump onto the ledge on the right.

Collect the shurikan, walk up the steps (avoiding the red blade that fires from the wall), once the blade has passed jump up vertically and this will activate the next blade (which you can then easily avoid). Jump up onto the next ledge and collect the energy and the shurikan.

Jump up onto the next ledge, walk up stairs, as you collect the goodies quickly walk down a few steps and a blade will narrowly miss you. Continue up in this fashion until you reach the top, walk right and kill the ninja with the nunchuckas. As you walk right blades will drop down from above and shoot up from below, continue right avoiding these and the spikes (killing the ninjas).

When you reach the other side jump up the ledges (collecting goodies) and proceed to the left. Kill ninjas, walk over the steps to the left, collect shurikan and goodies, kill ninjas, jump up the ledges (avoiding the blades as before) and avoid or kill the ninjas in the walls. Jump through the top opening on the right, continue right (collecting the goodies on the shelves above and killing bats), walk right up the stairs, climb ledges until you reach the top.

Climb up and continue left killing sumos that come out of the doors. When you have passed all the doors climb up the ledges and walk right killing the next lot of sumos. Climb up the ledges and proceed left killing more sumos (avoiding/killing the wall ninjas and the bats), climb up the ledges and walk right, walk to the giant bell and hit it until it explodes. An opening will now appear on the right, walk through this and you will meet one of the big baddies.

The shurikans do a lot of damage but he can jump over them so kill him with the nunchuckas. Walk right (killing ninjas) and walk up the stairs (collecting shurikan) killing the ninjas until you reach some small ledges.

Climb up these onto the roof and walk left (killing the ninjas and collecting the goodies, watch out for the green chests). When you reach the edge of the roof turn around and walk back to the small ledges.



Drop down, kill ninja, left, collect shurikan, kill ninja, down (collecting energy and killing wall ninja). Right, up, right, kill ninja, down, kill ninja, left (collecting goodies), kill ninjas, down, right, hit chest, energy, down (collecting energy and kill ninja), right, kill ninjas, down, jump from column to column avoiding spikes (collecting goodies and energy), avoiding spikes (collect goodies and energy), avoid/kill bats and ninjas. Down, walk right and you'll meet

Sheebop. Run to the far right and face left, everytime she swoops down at you hit her (rapidly) with the nunchuckas, when she's dead, walk right and hit the exit twice to open it.

Level Five

This is short and sweet. Simply walk from one end of the train to the other, killing the baddies (see hints & tips), jumping over the mines and collecting the goodies. There are no big baddies at all on this level, easy eh?

Level Six

Walk right (collecting shurikans, iron bar and petrol bomb), kill missile man with iron bar (avoiding missiles). Continue right, kill punks and collect ghettoblaster. Kill knifeman, kill missile man, collect bombs, kill punk, jump mines and enter building. Walk right, up the stairs and then up the second stairs, kill flying cyborg, avoid mine, kill rolling cyborg and gunman, walk left. Collect shurikan, jump over containers and continue left past the targets. Kill gunman, continue left, kill cyborgs, avoid mine, kill one-eyed stone, jump up onto ledge on right, right, crawl along tunnel above, avoid mine, collect bomb and goodies. Continue right, kill bomber and cyborg, avoid mine, continue right (collecting gas and shurikan), jump up onto ledge on left, walk left, avoid mines, jump onto containers and then onto the ledge on the left. Collect bomb, carry on going right, drop back down onto the containers.

Jump onto ledge on right, right, hit chest, over containers (collect shurikan), jump onto ledge on left, continue left, kill bomber and stone. Jump up onto left ledge, continue left and drop down, avoid mine and kill bomber. Down, right, down, left down stairs, kill cyborg and avoid mine. Collect

gas and avoid next mine, collect shurikan, jump onto ledge on right, kill bomber and jump onto the ledge on left. Avoid mine, left, jump onto ledge on right and then onto the containers. Jump onto the ledge on the left, kill gunman, left down the containers (avoiding the mines), continue left (killing cyborg and bomber), jump onto the containers and onto the ledge on the left. Left, kill stones, down walk left and you will meet the first big baddie.

The best tactic is to stand on the barrel and hit it with the iron bar (constantly of course), when the arms at either side shoot out towards you (the baddie pause before they do), jump straight up, landing back on the barrel. When you've killed it, jump up the containers that appear and kill the gunman. Jump onto the ledge on the right, walk right (killing baddies and collecting goodies), right up stairs, kill stone and collect energy. Jump onto the ledge on the left, walk up steps, kill punk, collect ghettoblaster, jump over containers and continue left (killing baddies and collecting goodies), jump up onto the ledge on the left and kill the punk and knifeman.

Collect shurikans, jump up the scaffolding onto the third ledge on the left. Kill punk, walk right, drop down, right, jump up right onto ledge, kill gunman, drop down, collect energy, right, kill punk, jump back up onto previous ledge. Jump up onto the right ledge, jump across onto the next ledge on the right, collect bomb, kill missile man, drop down right, over the container. Collect bomb, jump up onto the right ledge, kill gunman, jump onto ledge below on right, collect chainsaw, kill punk, jump up right onto ledge, kill knifeman, jump up on to the right ledge.

Jump up onto ledge on left, kill punk, jump left onto ledge, jump slightly left onto ledge, jump up left, jump left onto ledge. Avoid mine, jump up left onto ledge, collect goodies, jump down left onto ledge, then up left onto ledge. Hit chest, jump left up two ledges, kill punk, jump up right, kill bomber, jump up left two ledges, then up right. Kill punk, jump down right twice, avoid mine, jump right across ledges until you reach a strange metal object, jump onto this, then jump up right and you will finally meet Professor X himself.

Avoid his metal legs, the mines he drops, and the homing missiles he fires. Only hit Professor X, not the legs, use the chainsaw, the iron bar and the shurikans (the bombs are no use) and with alot of luck you should beat him. When you've defeated him walk right, where your's (and Nat's) girlfriends are waiting, and that's it you've now completed the game!!



FOR JOY

GIVING THE GA

When the racing's going bad and you're lucky you're alive, don't despair, get through those gears, and into Overdrive! We're not saying you'll become Mansell overnight, but follow these steps and results will perk up...

Unless you happen to be some kind of racing god, Overdrive is going to be mighty difficult to compete in on anything other than the Rookie setting to begin with.

The only difference between the difficulty settings is the fact that Rookie allows you three disqualifications, Novice two and Advanced just one.

Novice and Advanced are an excellent way to complete the game reasonably quickly once you have mastered the art of racing and control, but you really do need to master it first because there is little room for error.

Control

Of the two methods of control – the standard rotate-and-thrust and directional. R 'n' T is the easiest to get to grips with, if only because this is the way in which most games are controlled anyway. Response of the joystick is very quick, so it is important not to over steer, or over compensate for errors.

Centring the car (making it go in a

straight line) is tricky to get the hang of, and tapping lightly on the joystick is the only way to avoid hitting the edges of the track.

Racing

Always take up the option to qualify. The starting position on the grid isn't too important, but it is essential to have a good idea of the layout of the track before taking part in the race.

Qualifying is a four lap event, and it's useful to make a note of how much fuel you have remaining on completion of the final lap. Less than half a tank means you are likely to run out on the actual eight lap race and will need to secure some extra.

It doesn't really matter where you are at the beginning of the race, as the positions aren't sufficiently spread apart to make a big difference, though obviously first position isn't to be sniffed at. Having used the qualifying session to find out where the turbo pads are, aim for these to boost your speed.

Don't put their importance above all else though, especially on the first couple of laps of a race, when both opponents are likely to be close to you, and a position on the inside of a bend is a big advantage.

There is no need to try to guess when the next corner is coming up. The arrows in the floor give you all the time you need to make your move, although the outside of a bend is the best place to be (unless of course the blue cars are close at hand, but hey – no-one said this was easy!).

Pickups and hazards

If you are winning races, then money will take care of itself (and if you aren't, then disqualification will ensue anyway), leaving fuel as the single most important pickup. No vehicle ever runs out of fuel more than one or two laps from the finish, however it is best to build up a decent lead before straying from the racing line and possibly

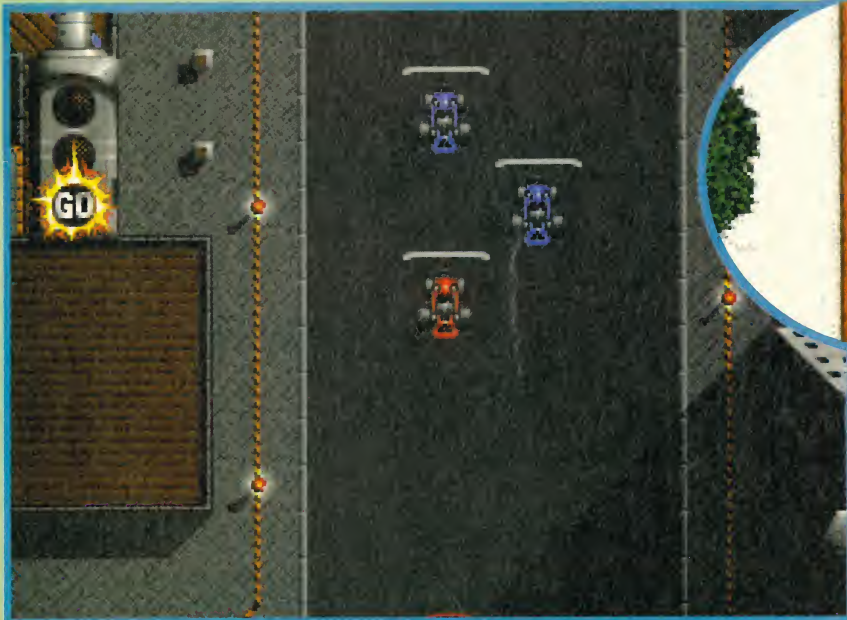


wasting a little bit of time.

The steering wheel and spanner are both useful, as they improve your control and lengthen your turbo boosts respectively, but neither are worth risking valuable time – and possible collisions – for unless they are in your path.

Tight cornering, turbos, and picking up whatever fuel is needed should ensure that little else is required to win a race. Unless of course you encounter a hazard.

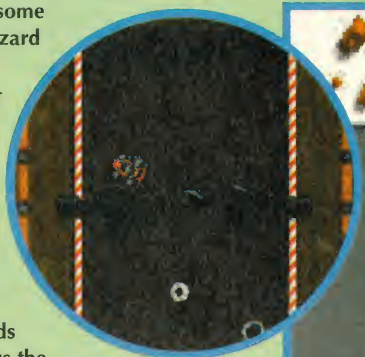
Oilslicks and ice patches are the on-road obstacles that need negotiating, and can be treated in a couple of ways, depending on



ME AWAY

where they fall. In some cases, a slippery hazard will appear as a patch on the road – usually at a bend for major inconvenience – and after one or two laps, can be anticipated and therefore avoided with only minimal loss of time. Hazards which stretch across the road are different, but no more difficult to contend with.

These usually come just before a bend, the idea being that you will spin off into the side. As you approach such an obstacle, decrease speed slightly, and a fraction of a second before your vehicle hits it, move the joystick in the direction of the impending bend. (i.e., if the bend preceding the hazard is a right hander, move the joystick to the right). If judged correctly, this manoeuvre should see you skid over the edge of the bend and face down the next straight with no loss of control.



General Tips

All the competing drivers have different levels of skill and competence, but every race can be won by following the same routines. When a good percentage of the race is complete, more and more races will need straight out victory to continue, instead of merely second place. The options screen gives you the chance to put these off for a couple of races and choose a simpler race, but there is no point since you take on the mystery driver on the special tracks. Every race needs to be completed.

OVERDRIVE



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SMALL TIPS -->

With another bumper crop of tipettes and cheatlets, it's the return of the forgotten hint emporium.

THEATRE OF DEATH

Mark McGlynn from Coventry has found a semi-useful cheat for getting onto mission two of Theatre of Death on the November coverdisk. On the first mission, press F10 twice, and Bob should be your uncle. If he isn't, then press all F keys in order and F10 twice. One of these should magically transport you to mission two, though why you'd want to ruin the fun, God knows.



SIM CITY

I've just discovered a cheat on Sim City (says someone whose name we couldn't decipher). If you're struggling with your money then set the tax rate at the beginning of the year to 0%. Then just before the yearly budget (in December), put it up to 20%, and you get a big amount of money. It also encourages people to flock to your city in droves throughout the year. Blimey, run off and try it.

LIONHEART

Bit of an oldie this one, and in a quite shameful fashion, Rachel has lost the name of the person who sent it to us, but here goes anyway. On starting the game, push down on the joystick and pause the game, press control and help simultaneously and the screen should judder. You have infinite lives, but that's not all! By pushing control you turn Valdyn into the mouse pointer, so you can move him anywhere in the level by moving the mouse. Both mouse buttons pressed simultaneously will drop you down where Valdyn is positioned.



ALIEN BREED II

2.353828	10.193831
3.108383	11.090921
4.370101	12.309383
5.982822	13.101221
6.847464	14.103992
7.737373	15.998112
8.928112	16.125332
9.267364	17.091233



PREMIER MANAGER

Here's another boost for those graduates of the Graham Taylor School. Go to the telephone screen and ring 781560. Much to your delight you will find that all of your players will have the maximum points for handling, tackling, passing and shooting. And stamina. Cheers for that one, Patrick Gatt.

BOB'S BAD DAY

We're short of space, so you'll have to make do with these codes for now, right?

WINNER!

Jason Lyons from Earby wins a prize for this effort.



- | | | | |
|--------------|--------------|--------------|---------------|
| 1. ZAABCZOD | 17. VBFEEXPF | 69. ICKONXQO | 85. EDPRQWQR |
| 2. ZBFCYPD | 18. VCKEEXPF | 70. IDPONWPO | 86. EEASQVPR |
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| 5. YBFCYQD | 21. UCKFFXQG | 73. HCKPOXQP | 89. DDPSQWQR |
| 6. YCKCCXPD | 22. UDPFFWPG | 74. HDPPOWPP | 90. DEASQVPR |
| 7. YCKCDXOE | 23. UDPFFWOG | 75. HDPPOWOP | 91. DEATRVOS |
| 8. YPCDWNE | 24. VEAFFYNG | 76. HEAQOVNP | 92. DFFTRUNS |
| 9. XBFCDYQE | 25. TCKFGXQH | 77. GNDQOWQP | 93. CEATRVQS |
| 10. XCKCKXPE | 26. TOPGGWPH | 78. GEAQOUPP | 94. CFFTRUPS |
| 11. XCKDDXOE | 27. TOPGGWOH | 79. GEAQPVNQ | 95. CFFTRUOS |
| 12. XDPDDWNE | 28. TEAGGVNH | 80. GFFQPUNQ | 96. CGKURTNS |
| 13. WCKDEXQF | 29. SDPGGWQH | 81. FCKRPXQQ | 97. BCKUSXQT |
| 14. WDPDEWPF | 30. SEAGGUPH | 82. FDPWPWPQ | 98. BDPUSWPT |
| 15. WDPDEWOF | 31. SEAHHVOI | 83. FDPWPWOQ | 99. BDPUSWOT |
| 16. WEAEVNF | 32. SFFHHUNI | 84. FEARPVNQ | 100. BEAUSVNT |

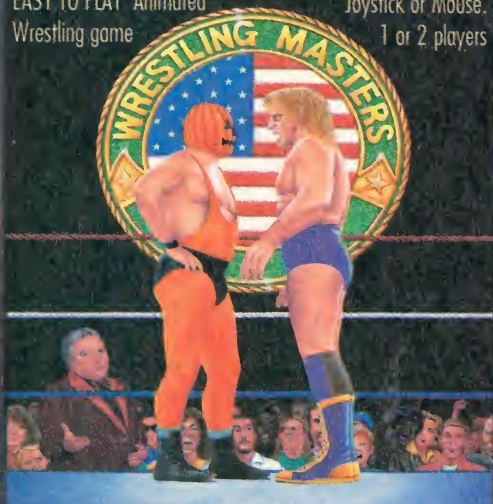


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EASY TO PLAY Animated Wrestling game

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CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience. A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.

• Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.

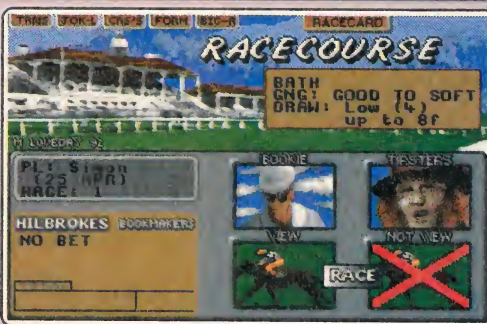
- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired.
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.



STABLE MASTERS V2

This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation. Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance. To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).



- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
- Very informative report by Head stable lad. Tipsters. Bookmakers.
- Racecards similar to racing press. Real life. Handicaps & Race Types.
- Viruses, Injuries & Vets. Load/Save game. Many other items included.

Version 1 is available upon request (Simple training & betting) @ £15.

ORACLE

Open National Tipping Competition 1991 : Organised by Racecall, regulated by the Tote, this program achieved joint second. This led to a serious approach from a well known national book maker. Rejected in favour of supporting the public. Winnings Statistics : 104 wins out of 166, as from 2/6 to 1/9/93. Formula : This program tells you exactly what to do. You are NOT permitted to amend our system unlike so many other similar programs. How confident can you be in something that invites amendments! Research & Development : Three years full time race analysis and experimentation to refine and test the prediction system. Inside Knowledge : Plenty of unique hints from contacts in the know. User Friendly : No racing knowledge required, easy to use, tutorial book. Restricted Sales : As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers. Monthly Updates : Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25. Price Increase : Highly likely. Buy now before success forces increase.

World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below :-

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- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

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- Sound Commentary.
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- Bouncers, wides and no balls.

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- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

PLAYER VARIETY

- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

FRIENDLY CONTROLS

- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

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PARASOL STARS

Publisher: Hit Squad

Price: £9.99

In effect this is the sequel to the sequel, and is sub-titled Rainbow Islands 2. There's not much more to say that wasn't said above, except that Parasol Stars is a further revamped version of Bubble Bobble.

This time Bob and Bub are armed with umbrellas instead of a rainbow to fend off the nasties, and there's a greater variety to the levels. The graphics are a little more sophisticated than those of its two predecessors and the music is a touch more annoying, but the more difficult gameplay just about justifies the extra two quid price tag.

When compared to present day platform extravaganzas, both Parasol Stars and Rainbow Islands look very dated indeed, but they were both classics of their day. Seeing them again on these budget pages is like meeting an old friend who has grown a little older but who "hasn't changed a bit."

REVIEWED BY:
Neil

SCORE 86%



F-29 RETALIATOR

Publisher: Hit Squad

Price: £12.99

Flight sim enthusiasts will no doubt be glad to hear that The Hit Squad have decided to release F-29 Retaliator in budget form. Choose your battle scenario and mode of transport, then it's up into the air and your off on a mission.

The speed of the game is very impressive, and the graphics are some of the best around in this particular genre. In fact, you'll be so impressed that you may just prefer flying around rather than completing the missions. And what a choice of missions there are, with about a 100 in total spread over four different battle scenarios.

You can participate in the Pacific Basin, zoom at ridiculous speeds over mainland Europe, or even scoot around the Arizona desert avoiding them big sandy monument things.

In fact to enjoy the wonders of the sky just put on your helmet, get into that flying suit, strap yourself in the cockpit and you'll believe a man can fly.

REVIEWED BY:
Neil

SCORE 89%

RAINBOW ISLANDS

Publisher: Hit Squad

Price: £7.99

Rainbow Islands is a cutesy platformer, following the further adventures of Bob and Bub (or whatever they're called) from that Bubble Bobble thing. Basically it's a run of the mill affair with the usual collection of worlds comprising of different levels, and if you don't know the score by now then shame on you.

You progress through the levels by chucking these amazingly small but perfectly formed rainbows at everything that moves, and collecting pieces of fruit on the way.

The graphics are a bit below par and the bloke on the box looks disturbingly like Frank Sidebottom, but if you like your games cheap and simple then you can't go far wrong.

My only real gripe with Rainbow Islands is that I was expecting a beat'em-up featuring the cast of a top children's entertainment prog. I'd pay a sizeable fee to see George stomping on Geoffrey.



REVIEWED BY:
Neil

SCORE 84%

LINKS

Publisher: KIXX XL

Price: £16.99

It takes something pretty special these days to raise even half an eyebrow as far as golf sims are concerned, so you may be unenthusiastic at first about the claim on Link's packaging that it's a "Golf simulation so realistic, you'll think you're there!"

Okay, such a claim is obviously a wild exaggeration, but you can't fail to be impressed by the excellent course backgrounds and options available (you can even alter your stance at the address of the ball). The animation is very smooth on the eye, and the swing of the clubs isn't impossible to control either. At this moment some of you may be checking your bank accounts to see if you have the necessary funds to cover such a purchase, but hold on there just one minute before you rush out to the shops.

I feel that I must warn you now about the one and only serious



problem with this game, and for some of you it will make the prospect of a round with Links virtually impossible to bear.

Every time you take a shot, your trusty old Amiga will take an average of about 25 seconds to redraw the view for your next pot at the flag. After a while this becomes very frustrating indeed, and as you can probably imagine, it takes about two hours to complete a full round. I suppose it does represent a realistic golf simulation if you take the last two points into account though. After all, the few occasions that have seen me venture onto a real golf course have ended approximately a couple of hours later in tears of frustration.

I still like Links despite this fault, and just think what the mark below could have been if it wasn't so slow to play.

Just a final point to say that to play Links, you'll need either a hard disk or two floppy drives.

REVIEWED BY:
Neil

SCORE 7%

CARDIAXX

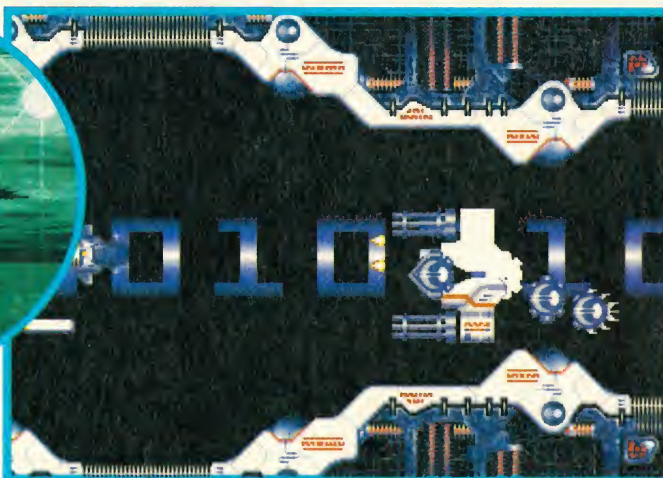
Publisher: Team 17

Price: £9.99

Almost two years ago to the day, Electronic Zoo released a four level shoot'em-up which was heralded as the fastest Amiga game of all time. How many times has this been heard, and how many pinches of salt have been taken since then I wonder? But still, Cardiaxx ranks amongst the top shoot-em'ups in terms of speed.

The game itself showed little in the way of imagination, as all you were required to do was fly through space tunnels blasting everyone and everything that moved, but it was genuinely regarded as a respectable game of the day.

Now Team 17 have bought the publishing rights, and Cardiaxx



is being released once more, but this time in budget format. You may think that this is well overdue, what with the game being almost two years old, but a few changes have been made to the original in order to spice it up a bit for today's market.

The number of levels has been increased from four to the more respectable amount of eight, and there are also Deep Space Bonus Rounds as well as the usual bonuses, power-ups and end of level guardians.

A major problem with the gameplay is the fact that the current score is shown in enormous digits, slap bang in the centre of the screen. This would be enormously infuriating at the best of times, but in a game as fast as this, you can't help but feel that it has been put there to deliberately put you off.

REVIEWED BY:
Neil

SCORE 8%



BUDGET GAMES

CHUCK ROCK

Publisher: Corkers

Price: £9.99

The budget market is expanding at a great rate these days. I can remember a time when we had to scrape together enough titles to just about fill two pages. Well now look at what we've got for you, three pages crammed to bursting with the latest releases.

Core Design are the latest house to dip their toe in the water with the advent of their new label, Corkers. Core have an excellent back catalogue so we can look forward to some really good value for money releases.

The first of these is Chuck Rock. This received massive acclaim when it first appeared, with reviewers nationwide praising the product. Personally, I wasn't too keen and have to say I thought the sequel to be far superior.

The original though, was just a run of the mill platformer with a better than average storyline. Having played it again, my opinion hasn't really changed, although I was surprised that it hadn't dated a little more than it has.

You can't really complain for a tenner though. I should imagine most people will not struggle to get their moneys worth out of this.

REVIEWED BY:
Steve

SCORE 79%



WORLD CLASS RUGBY

Publisher: Audiogenic

Price: £12.99

At the risk of exposing a bland side to my character I must confess to being a keen rugby fan. Not that Union rubbish you understand. I can't be doing with a load of old, overweight men huffing and puffing their way up and down a field for eighty minutes after a ball that someone has just booted off the pitch for the fiftieth time in succession. League is a different matter though, and yes, I do like it.

There has only been one game to do justice to the sport, and that just happens to be this one. Although it is a Union simulation, this manages to be fast, playable and addictive, while the graphics are not up to much, and are very similar to those used in Kick Off 2, but they really are unimportant.



INDIANAPOLIS 500

Publisher: Hit Squad

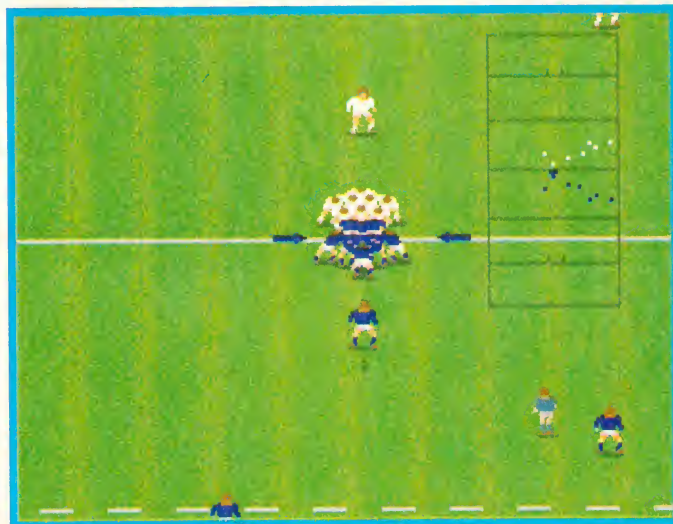
Price: £12.99

Six months ago would probably have been a better time to unleash this on an unsuspecting, budget buying public. Mansell's defection to the Indycar championship was all over the papers, and it was impossible to turn to the sports section without reading something on which, let's face it, was of very little interest before.

Now the euphoria has died down and the game has reappeared. I always really like this, but now I come to play it again, I can't quite understand why. It moves fairly fast, but where is the appeal in racing endlessly around an oval track? The addition of a few twistier circuits wouldn't have gone amiss, and would almost certainly have saved the product from falling into the realms of not worth bothering with. Well, that certainly shattered my illusions.

REVIEWED BY:
Steve

SCORE 65%



REVIEWED BY:
Steve

SCORE 90%

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BUDGET CHARTS



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1	6	CHAMP MANAGER 94 DATA DISK	DOMARK	£9.99	SPORTS SIM
2	3	ALIEN BREED: SPECIAL EDITION 92	TEAM 17	£10.99	SHOOT 'EM-UP
3	6	MONKEY ISLAND	KIXX XL	£16.99	SHOOT 'EM-UP
4	1	PROJECT X	TEAM 17	£12.99	SHOOT 'EM-UP
5	2	GRAHAM TAYLOR'S SOCCER CHALL'	BUZZ	£9.99	SPORTS SIM
6	4	LINKS — THE CHALLENGE OF GOLF	KIXX XL	£16.99	SPORTS SIM
7	6	FIRST DIVISION MANAGER	CODE MASTERS	£7.99	SPORTS SIM
8	7	TRIVIAL PURSUIT	HIT SQUAD	£7.99	QUIZ
9	6	STRIKER	GBH	£9.99	SPORTS SIM
10	11	DIZZY: PRINCE OF THE YOLKFOLK	CODE MASTERS	£7.99	PLATFORM
11	8	KNIGHTS OF THE SKY	KIXX	£16.99	FLIGHT SIM
12	9	QWAK	TEAM 17	£12.99	PLATFORM
13	6	INDIANAPOLIS 500	HIT SQUAD	£12.99	RACING
14	13	POPULOUS & PROMISED LANDS	HIT SQUAD	£12.99	STRATEGY
15	5	F17 CHALLENGE	TEAM 17	£12.99	RACING
16	19	THE ADDAMS FAMILY	HIT SQUAD	£9.99	PLATFORM
17	10	PIRATES!	KIXX	£12.99	STRATEGY
18	16	JAMES POND	GBH	£7.99	PLATFORM
19	6	HOOK	HIT SQUAD	£9.99	ADVENTURE
20	6	TERMINATOR 2	HIT SQUAD	£7.99	SHOOT'EM UP

★ = RE-ENTRY ⬤ = NEW ENTRY

As with the full price charts, there's a new number one this month. No doubt mums and dads, aunts and uncles and the like have been splashing out on Christmas prezzies for their little loved ones. The new Championship Manager data disk from Domark has scooped the majority of this dosh, but Kixx's Monkey Island isn't far behind. Striker is straight in the top ten, and still on the subject of football, Graham Taylor has fallen from number two to number five in only a month. After that disgrace in San Marino it's not really much of a surprise though is it?



▼ Links — The Challenge of Golf: Just about the best looking golf sim around. Shame about the speed of gameplay though.

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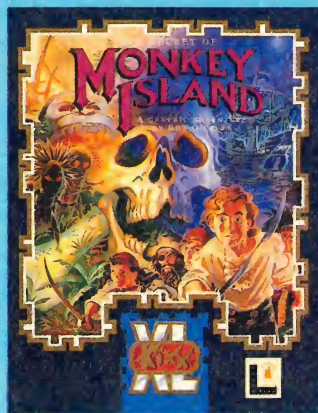
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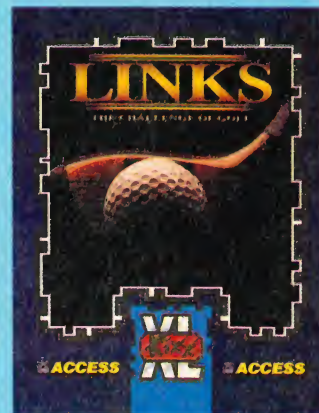
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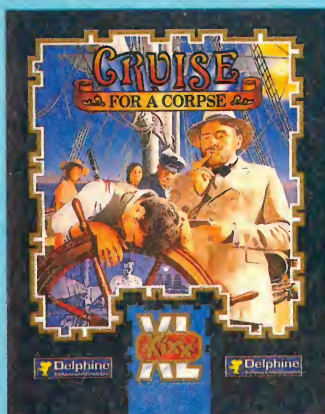
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Coverdisk Demos – Abandoned Places 2, Lemmings 2, Walker
Free GTGA Book – Alien Breed 92, Goblins 2, Classic Tips. Games Index, Classic Tips

Features – Arcade Show, Zool coin-op, On-Line, Hard Drives, Virtual Quest Virtual Reality
Reviews – Body Blows, Crystal Kingdom Dizzy, DPaint IV, Legends of Valour, Lemmings 2, Lethal Xcess, Sim City Deluxe, Son of Chuck, The Greatest, Walker, Universal Monsters
GTGAs – Waxworks

ISSUE 44 MAY 1993.

CODE 8485.

Cover – Desert Strike
Three huge coverdisks! – Superfrog, Chuck Rock II, Dizzy, Sink or Swim, Super Cauldron, Deluxe Pacman.

Features – Amiga CD-ROM, CompuServe, Bullfrog.
Reviews – Desert Strike, Jurassic Levels, B17, Abandoned Places 2, Arabian Nights, A-Train, Historyline.
GTGA – Sabre Team, Dragon's Lair III

ISSUE 45 JUNE 1993.

CODE 8486.

Cover – Superfrog
Coverdisk Demos – Hired Guns, Deathbringer, Donk, Assault, Crazy Sue, AmigaQ, Isolation
Features – Lemmings 2, Superfrog, Zool 2, CompuServe
Reviews – Cohort II, Flashback, Graham Gooch Cricket, Sink or Swim, Superfrog.
GTGA – Flashback, Body Blows, Superfrog

ISSUE 46 JULY 1993.

CODE 8487.

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Reviews – Ancient Art / War in the

Skies, Beavers, Champ Manager '93, Goal!, International Rugby, Morph, Nippon Safes Inc., War in the Gulf, Woody's World, Worlds of Legend.
GTGAs – Desert Strike, Flashback, Trolls

ISSUE 47 AUGUST 1993.

CODE 8488.

Cover – Zool 2
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Reviews – 1869, Battle Isle, Dune II, Firehawk, Gunship 2000, Ishar 2, Mean Arenas, Space Legends, Super Cauldron, Syndicate, Whale's Voyage.
GTGA – Civilization, Arabian Nights, Morph

ISSUE 48 SEPTEMBER 1993.

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Cover – Dracula
Coverdisk Demos – Stardust, Tensai, Universal Warrior, Grav Attack, Jump 'n' Roll
Features – War Games Part 2, Realms of Darkness
Reviews – Animation Classics, Beastlord, Campaign Data Disk, D-Day, Global Gladiators, Lost Vikings, Nicky 2, Robocod A1200, Scrabble, Yo! Joe!
GTGA – Civilization, Reach fo the Skies, Gunship 2000, Dune II

ISSUE 49 OCTOBER 1993.

CODE 8490.

Cover – Soccer Kid
Coverdisk Demos – F117A, Deep Core, Nicky 2, Suburban Commando, Smurf Hunt, Winning Post, Defender
Features – CD Console, Making of Amiga Action, Beneath A Steel Sky
Reviews – A320 Airbus USA,



Features – American Gladiators, Blob, Deep Core, Hired Guns, Napoleonics, The Patrician, Sim Life A1200, Soccer Kid, Super Sport Challenge
GTGAs – Syndicate, War in the Gulf, Transarctica

ISSUE 50 NOVEMBER 1993

CODE 8491

Cover – Jurassic Park
Coverdisk Demos – Theatre of Death, Graham Gooch's Second Innings
Features – Cannon Fodder, Amiga Action's 50th issue
Reviews – Blade of Destiny, Blastar, Brutal Sports Football, Burning Rubber, Caesar Deluxe, Diggers, Disposable Hero, Dogfight, European Champions, F17 Challenge, Gearworks, Graham Gooch's Second Innings, Jurassic Park, Morph A1200, Premier Manager 2
GTGAs – Graham Gooch's World Class Cricket, Beavers, Goal!

ISSUE 51 DECEMBER 1993

CODE 8492

Cover – T2 the Arcade Game
Coverdisk Demos – Cannon Fodder, Brutal Sports Football
Features – Terminator 2 and Mortal Kombat, Rise of the Robots, Behind the Scenes at US Gold
Reviews – Alfred Chicken, Alien 3, Bob's Bad Day, Donk, Krusty's Fun House, Micro Machines, NASCAR, Oscar CD32, Overdrive, Perihelion, Pinball Fantasies CD32, Uridium 2, Theatre of Death, Turrican 3, Qwak
GTGAs – Hired Guns

ISSUE 52 CHRISTMAS 1993

CODE 8493

Cover – Beneath A Steel Sky
Coverdisk Demos – Bob's Bad Day, Campaign 2, Charlie Xmas Chimp, Jack the Ripper, Goochy Classic Match.
Features – Rise of The robots pt2, Behind the scenes at Gallup, The Next Step (retrospective).
Reviews – Alien Breed 2, Beneath a Steel Sky, Xmas Lemmings, D/Gen CD32, F117A, Frontier, Globdule, Prime Mover, Second Samurai, Space Hulk, Stardust, Wiz 'n' Liz, Wonder Dog.
GTGAs – Theatre of Death, The Patrician



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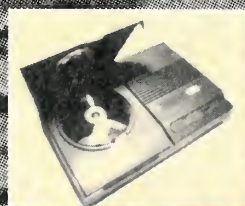
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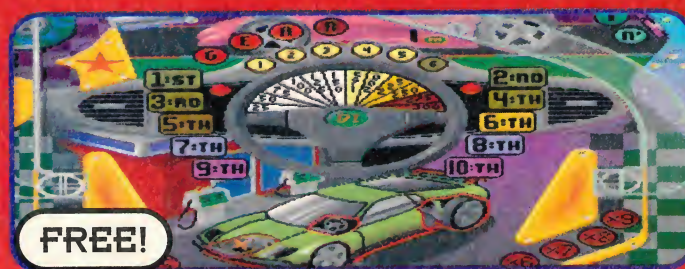
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competition

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Those philanthropic geezers at Core Design have finally lost patience with the fashion comatose people of the world and have decided to do something about it once and for all. Not only have they clad the hero of their latest platform puzzler, Bubba 'n' Stix, in a pair of wicked denim dungarees, but they've also generously stumped up the cash to provide us with some of the grooviest clobber this side of Over the Edge, and it's all just waiting for you to win.

First prize consists of a pair of classic Levi 501's (notorious crotch rivet not included), an extremely stylish Baseball Jacket to keep those cold winter days and nights at bay, and a cool T-shirt to cover up your inadequate chest.

Not only that, but there's some runners-up booty to be had as well. Five more lucky winners will each receive a pair of 501's of their very own. Just promise us that you won't wear them with your brown sandals and one of those belts that has a personalised buckle in the shape of your initials.



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Questions.

1) In Bubba 'n' Stix, Bubba wouldn't be seen dead without a trusty pair of dungarees. Which Playschool presenter had a similar strange fetish?

- a) Big Ted.
- b) Hambul.
- c) Floella Benjamin.
- d) The arched window.

2) Which 'famous personality' whipped his strides off in the first ever Levi's ad and then chucked them in the washer?

- a) David Hasselhoff.
- b) Russell Grant.
- c) Boss Hog out of the Dukes of Hazard (YEEHAWWW!).
- d) Nick Kamen.

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Win Win

TALKBACK

K keep your SAEs to yourselves please – we've fair got the time to personally reply to everyone.

DON'T FRET

Dear Nick (sort it out – Paul)
I am worried about the future of the A600. Adverts for the A500 have disappeared from all mags I have read, and the A500+ ads have also gone, or seem to have been pushed into the corners of pages, making them virtually unnoticeable.

How long will it be until the same happens to the A600 in your estimation? Would I be better selling it and buying the CD32 now, or wait until it gets off the ground? I really don't want to purchase the A1200 as it looks rubbish, and yes, I do know that the CD32 is just like an A1200 with a CD drive but no keyboard. Please help me, as I don't want to be left with a computer which software companies have forgotten about.

Paul Marshall, Sheffield.

It's true that A500s are making less frequent appearances on the ad pages, due largely to the fact that Commodore have ceased production, and the remaining models were sold at more than competitive prices. It will be a good long while before the same fate befalls the A600; thousands are still on sale, and if Commodore are to

be believed, are selling quicker than what's it through a goose.

The CD32 and A1200 are the way forward though, and I'd advise anyone who can afford it to upgrade as soon as possible – the machines won't "get off the ground" if you wait and wait.

FAST LANE

Please could you tell me the publishers of Ferrari Formula One and give me their phone number. I have enclosed a SAE.

Mark Westwood, Birmingham.

Electronic Arts, 0753 549442, and thanks for the SAE, but like we say, keep them to yourselves. Cheers.

SHOT DOWN, SUCKA

I am writing with a complaint about what the obviously terribly undereducated Steve saw fit to write in his Alien3 review. The first paragraph was about his opinions on the quite superb film Alien3.

He makes several references to the fact that the alien has changed from an "imperturbable killing machine into some sort of rabid dog type thing". Surely anyone with

half a brain cell can see this was not just a change, but a vast improvement to an incredibly fast, rather than an immobile, killing machine. The film also included some of the greatest camera work I have ever seen. Very few people, obviously including Steve, actually understand how much more complex and intelligent the alien has become.

One of the final scenes is where we are all led to believe that the alien has died under a vat of boiling metal, and amidst the feelings of relief you get from the cast, played excellently by Brain Glover and other such brilliant English actors, the alien suddenly jumps up and suspends itself on a pillar still covered in now solid metal. Boom! (cringe – Paul) The metal explodes off it like a dynamite explosion – one of the most surprising yet scary moments of the film.

So, for Steve to call it "one of the worst films ever", is as I hope I have proved, a gross miscarriage of justice. If I had wanted a film review I would have read Empire or Premier. If Steve ever thinks about a

job change, please dissuade him from trying to broaden his skills to writing film reviews.

I feel that when reviewers write their articles, they should confine their opinions to that which we value them for – computer games.

Thomas E. R. Neill, Harpenden, Herts.

The "undereducated" Steve had nothing more to do with the Alien3 review than adding the second opinion at the end. John did the hard work, and since he has a first class degree in Film and Literature, and until recently contributed to a county magazine as film reviewer, I can't think of anyone more qualified to opine upon a film. Made a bit of a fool of yourself there Thomas, I feel...

I'M VERY STRONG

I have been reading the December edition of AA, and could not help laughing when reading the write-up about The Bodyguard. The person who the page was about says "I weigh 175 pounds yet I can

STAR LETTER

Bring 'em back

I couldn't agree more with Katherine Gillespie's letter (issue 51). I bought Indiana Jones and the Last Crusade on budget last Christmas and I'm still in Germany. I just can't get past the border guard. I've had so many conversations with him that I'm almost becoming sympathetic to the Nazi cause. I've also had the time to find a nice little apartment which is just across the road from an old peoples home that would be ideal for dad. Hanz (the border guard) and his wife Helga have asked us round for tea, which is very broad minded of him considering the number of times I've punched him in the face.

It would save a lot of embarrassment if I could just get into Switzerland, otherwise I'm in a Catch 22 situation. I will need to live forever to work out a way around Hanz, but I won't live forever unless I reach the Holy Grail. Quite frankly I'm beginning to wonder about my sanity. Maybe I could join the German army and then in the process shoot myself

Not very relevant, but this was sent in by Marek Barber, Burnt Oak, Middlesex.



and put an end to it all.

Of course I could buy a hint book, but this cancels out the benefit of buying a budget game – anyway, I only have German currency, HELP! Please print the solution to the game as soon as possible. I feel it may already be too late.

Herr Jones, Buxton, Norfolk (on-der-Rhein)

It sounds as though it certainly is too late, er, Herr. Starting from... soon, we'll print solutions to top budget adventures whenever we get the available space. Monkey Island anyone?

Star Letter prize donated by:



▶ benchpress in excess of 300 – only the top 10 per cent of weightlifters in the world can do this". I think this person is a complete bullcrapper, as most bodybuilders and weightlifters press in the region of 415 pounds for eight to ten reps.

Also, I have recently taken up bodybuilding and I weigh 198 pounds but can press 200 after just one month of training. By the way, I have only just left school.

G.G. Raymond, Marton, Blackpool

Brad says: Look dude, If you consider I weigh around 13 stone, which equates to roughly

180lbs, I find it difficult to believe that you could lift me. In your effort to discredit me, you've been well and truly highlighted as a prize spod. Perhaps you should stick to playing games and blushing when the opposite sex tries talking to you. Oh, I've passed your address on to 'that' bodyguard (Gulp. I'm only joking.) Had you worried though.

Paul says: Well, it sounds like someone has some sort of complex, and while it's nice to chat away like this, I wouldn't mind few Amiga-related letters for the postbag.

ALL OF A PICKLE

Regarding your cover disk Graham Gooch's 2nd Innings, would you please tell me which key to use in order to increase the ball spin/speed. I can't find it?

G. Rankin, Andover, Hants

Wiggle the joystick like mad.

WE ARE TRYING

I am writing to you for help. Recently I came across The Secret of Monkey Island, and from what I have seen so far it seems to be a very good game. But you see, my problem is—

P.D. Mason, Whitley Bay

—Aargh, I promise we'll do something just as soon as we can.

Honest. Next month, definitely. Er, probably.

CON ARTISTS

I bought your magazine Amiga Action issue 49 especially for the demo of F117A to use on my A500+. I was very angry to find out that it only works on the A500. I think it is disgusting that this information was not displayed clearly on the front page or disk. It is pathetic to use this type of con to get higher sales. Not only do you use this trick, but also sarcastically announce this information on page 13, ten lines down.

I found the rest of the magazine very enjoyable indeed, and might have considered to continue purchasing it, if not for this cheap publicity rip-off.

Richard Valero, Great Barr, Birmingham.

I hope you do continue to buy the mag, or I'm wasting my time writing this reply. Our apologies for the lack of information regarding the F117A demo. The simple truth is that duplication complications meant that we found out about the problem at a very late date, when the cover had already gone to the printers. The disk pages were the only place we could warn you unfortunately, and again, sorry if you found us to be sarcastic – it certainly wasn't the intention. For a change.

OF LITTLE PRACTICALITY

Everyone complains about the price of software, which is fair enough, because 30 pounds or more is a lot to pay for a game that might only come on one or two disks, after all. I think I have a way around the problem though. The software companies are never going to do an about turn and suddenly decide to start charging less for their games. I know they don't want to put them into small boxes either, in case they don't show up well in the shops, but how about this – in these times of "green" awareness, most people seem willing to recycle old things (bottles, tins, paper, etc).

How about if someone was to set up a game recycle bin (for want of a better phrase), where, after we'd played our games, and finished them, or got fed up, we could take them and deposit them.

The manufacturers of the game would get their disks back (and the boxes too perhaps) and so could use them again for their next release, while we, the games-buying public, would be able to buy our next game at a considerably reduced rate.

I must admit that I'm not particularly bothered about the green aspect of it all, but it does seem to make sense, as software companies and the public alike would save money in the long run. Yours, hoping-for-a-game,

Russell Collins, no address.

Er, I'm not entirely sure that this would work, nice idea though it seems. For starters, you'd need a different bin for every company, unless you expect someone to root through a big one and pick out the disks individually. Mind you, it's putting people in work I suppose.

Also, how would it translate into savings? Are you suggesting that the software companies would cut their prices en masse, or would you attach your name and address to the game when you popped it into the recycler? Which creates another problem, a nationwide network of databases would need setting up to keep a record of all those people who'd recycled old games so that all computer shops knew to give you a discount when you next made a purchase. This would cost thousands and thousands of pounds to set up, and negate any savings made on re-use of disks, and since the vast majority of your game price goes to pay for development costs, and not the cost of disks, would cost the software companies more than ever, and thus probably put up the cost of games in the long run.

Oh, and just say I did want to give you a game, where would I send it? Drop it in the nearest bottle bank, I suppose.

MARKED FOR LIFE

I have owned an Amiga A600HD and Star printer for about three months now after receiving it as a birthday present, but also to help me with my schoolwork. The December issue of Amiga Action was the first computer magazine I have ever bought, and it's excellent, but I do have one or two questions that I would like to ask.

Are all the games you review

available in the shops, because I was looking for Alfred Chicken and Zool 2, and couldn't find either. Also, how do you know what score to give a game? They all looked good, but the marks were so different that I was confused as which to buy. Finally, what are the Superleagues for – are they all the games that were on sale in 1993? Ta very much, and keep up the good work (even if it does cost £3.95 to buy).

Marcia Golder, Enfield.

Every game we review should be in the shops on or around the date the magazine comes out. Sometimes problems arise that puts back production, and sometimes we look at a game a couple of months in advance. But not usually, unless it's a preview.

Quite simply, a good game will get a good mark, and a bad game will get a bad one. Anything scoring over 70 per cent is worth a look, and 85 per cent plus signifies an excellent product.

The Superleagues Marcia, are far too complicated to explain here. Either that or I'm very lazy. Anyway, they aren't the total of games released in 1993, for that kind of information you'll need to buy the February issue, wherein we'll have the definitive buyers guide for all those who've got a big wad of Christmas money burning a hole in their pockets.

We want girls. Sorry to be so blunt but, well, we don't get many letters from femmes, and we're lonely. Come on ladeez, the next five published letters from females win a game. Of some description.

Send your letters to:

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over the edge

EDIT'A: Brad Burton

D'ZINE: "Q"

L oads of response to last month's appeal for letters. Some brilliant ideas have come my way. I'm well buzzin' by your input. Top on the list are club features, and how to get a job like mine. All that kind of stuff will be comin' ya way soon. Along with a massive platter of freaky treats. That's in the future. Peace.



- First hand look at... + Sega's Virtual Fighting - Played and tested +
+ StreetFighter 3. You can only imagine the new characters! +
+ Alien 3 - The Gun. Massively violent super addictive shoot'em up? +
+ Judge Dredd and Indiana Jones pinball tables photo exclusives. +
+ Super SF2 versus Fatal Fury special. The fight for the top spot rages +
+ Air Combat - an arcade dogfight sim, too clever for its own good? . . .

OTE

ARCADE'Z

INNOCENT FUN?

KIDDY KOCAINE?

S o what have I been up to this month? Well, being the industry's top blagger I managed to talk my way into London's premier arcade trade show to play all the latest coin operated machines.

Which is a bit ironic when you consider they were all on FREE PLAY. Ah well, such is life. Somebody has to do it! Armed with a dictaphone, a note pad (I've at least got to look as if I'm doing my job properly) and a flask of piping hot Bovril I was away. Farewell Manchester, London Euston here I come. Once there, I jumped a taxi to take me to my hotel. After booking into the super swanky joint I headed for the bar. Half a shandy top and a packet of pork scratchings later I stumbled back to my swanky (i'll say it again) room. I hit the sack. As usual my early morning alarm call was late, but what did I care. Shower time, after that I was outta there. Wad of notes in pocket, my mission was to get as many arcade exclusives as I could. Did I succeed? Of course I did. Turn it.

YOU DECIDE!

"FORGET ABOUT STREETFIGHTER 2, IT'S HISTORY"

Brad Burton



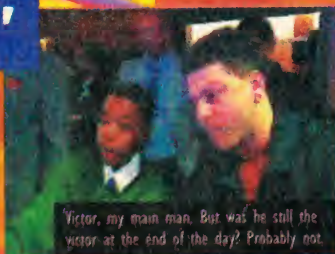
£1 = CRED'

► This was the biggy. Man, ain't never seen a crowd so big. I knew from the 10 deep wall of suits that this just had to be Virtua Fighting the new SF2 beater from Sega. Yea, I was right. Using my charming personality and wit (yea right. Q). I managed to squeeze myself into a more conducive viewing position. A quick flash of my press pass, and I was moved ahead of the queue of eager oldies. Half expecting to receive a snide dig, I hurried past the un-orderly line and was next up for a blast on the soon to be classic machine.

Wow, a massive 40" monitor was being used to display the action! Next to grab my attention were the awesome shaded 3D polygon graphics. Playing computer games day in day out, I find it very hard to get excited, yet I was! I took a pew on the bench built in to the cabinet on which there was easily enough bum room for two people. Recognising me from Sky One's Games World, my opponent introduced himself as Victor a games tester for a well known company.

He showed me the basic moves, and what all the buttons did. Surprisingly, you've only three. Punch, kick and defence. This disturbed me at first but being a big SF2 fan,

I'm bound to be a bit suspicious when the game being billed as the biggest fighting game this decade is three buttons light of the current champ. For the first ten minutes I was getting my butt kicked, left, right and centre with Vic being relentless in his attack. I suppose he thought the quick briefing he gave me was enough. After what must have been 10 defeats in a row, the balance shifted.



Victor, my main man. But was he still the victor at the end of the day? Probably not.

I'd had enough of this embarrassment. Like the closing minutes of a Rocky movie, I suddenly started laying waste to my competitor. As if by magic something just clicked and for the first time I felt as though I knew what I was doing, other

than stabbing wildly at the buttons and hoping. A whole plethora of roundhouse kicks and combinaton punches unfolded. The dudes in the suits were now more engrossed in watching the bouts than in anyway lynching

VIRTUA FIGHTING is reported to be taking in excess of 60,000 Yen (about £340) a day over in the electronic capital of the world, Tokyo. Basically this means each machine pays for itself in just over two weeks! Amazing I'm sure you'll agree.

me for the heinous crime of queue jumping. Who knows perhaps VF could turn out to be a whole new spectator sport.

Down to the vital statistics of the game. It features eight playable characters, six males, two females, each of which are skilled in a different type of fighting technique and it is made up of over 300 individual polygons.

There are an assorted number of fight locations, my favourite being high on the roof of a skyscraper. In one player mode you get to fight computer enemies with the winner being the first to win a couple of rounds, while the two player game keeps the same rules, the loser paying to stay in (the way forward).

An invisible camera flies around, picking the best angle to view the action. That's what the four 16bit processors are used for.

Panning out and moving around the pugilists making sure all the violence can be fully appreciated. I'm assured that only the most powerful of processors technology

could handle those sort of maths. That's why VF utilises a total of 64bits to process all the polygons. I played a prototype and one of only four in the country (or so I'm told). Coo.



GAME OVER

THERE'S A FAT BLOKE!

One of the more novel machines that caught my eye was the seven foot monster that went by the name of Punch Belly. This was one of those machines where you test your punch power. Because of the environment poor ol' belly was looking ever so lonely. None of the formal businessmen wanted to commit themselves. Not me, I got straight on over there and pressed the start button. I gave the moulded plastic ruffneck a swift right. "Haha, wimp", the machine scoffed. As the bottom light lit up — "drip". Hmmm, had I not have blagged my way out of PE while at school perhaps I could have avoided this embarrassment. Skulking off, I later returned to hear that the bloke who owned the machine had put it on the hardest mode. Grrr. Although, It's good to see a variation on a theme that actually is a variation. Check it now.

£1 = CRED'

UP YA' STREET

One of the strangest licences of late has to be that of the Only Fool's and Horses fruit machine. Bell Fruit, arguably the UK's premier fruit machine manufacturers have struck a rather 'dodgy deal' with the BBC in creating the first TV licence of its kind. With loads of innovative features getting their first airing, including a phone call feature which when it comes up allows you to deal with one of Del Boy's suspect business associates! This may well be up your Hooly street.

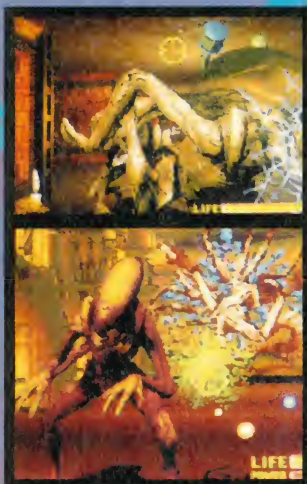
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Arcade'z are a poor man's heaven

ALIEN 3 THE GUN

Sega have certainly kept their cards close to their chest with this one. In true Alien style, it's come out of nowhere and I guarantee 'cade fans are gonna freak. Sporting gameplay similar to the likes of Taito's Operation Wolf, and more recently that of T2. You're placed in the boots of the bald one in a mission that'll follow closely to the plot of the third movie. You've to make your way through six levels of alien infested tunnels and buildings, killing as many of the blood thirsty predators as



possible. The screen scrolls from left to right (generally) sometimes interspersed by a series of levels where 3D scrolling methods are used as you run through the landscape picking the nasties off. Don't get too scared

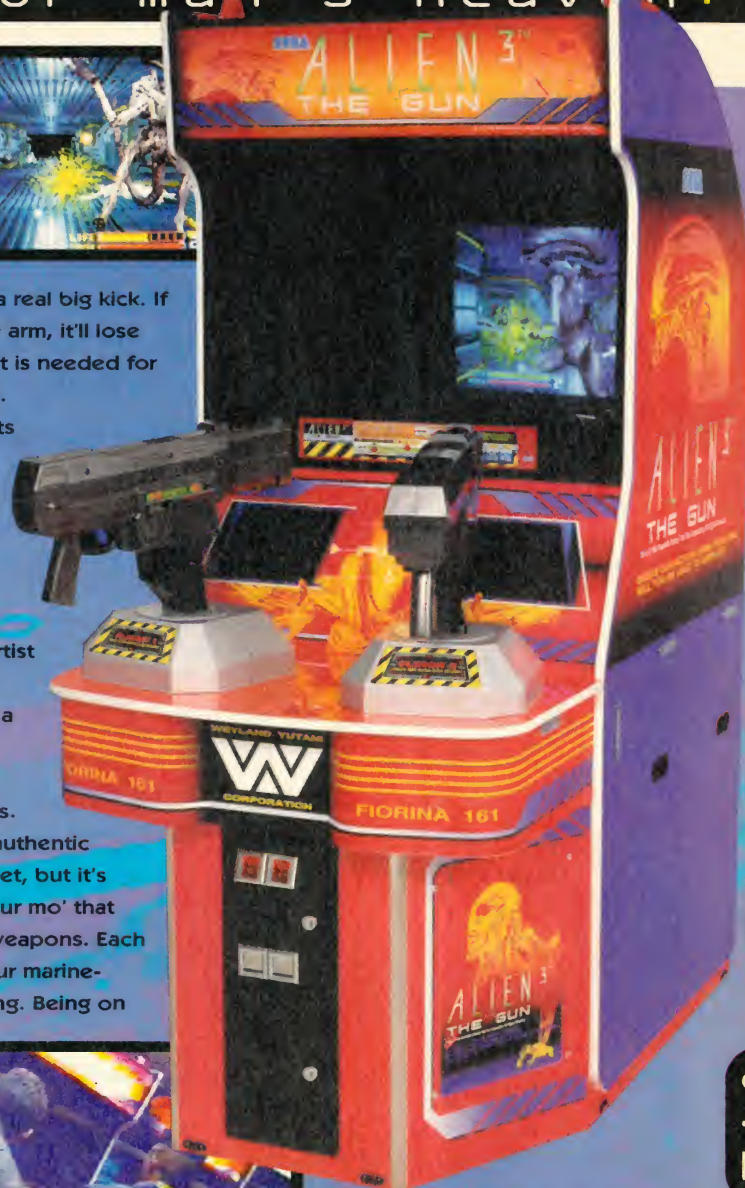
because help is at hand. If you've a buddy with a few quid to spare, he or she can get involved in the fire fight.

You've only got to check out the screen shots to realise the quality game you've got here. There's this really neat feature, which for

some bizarre reason gave me a real big kick. If you shoot one of 'them' in the arm, it'll lose that limb, meaning a crack shot is needed for those tricky head or chest hits.

Sometimes even with half its body destroyed it'll still have a go, crawling towards you at a slothful pace. Bang, good night Vienna.

My initial fears were that enemy sprites would be too samey, however the graphic artist must have worked some serious overtime in producing a variety of new adversaries, without contravening the standard set by the ace movies. The upright unit has a pair of authentic pulse rifles built into the cabinet, but it's only when you actually pay your mo' that you get the full effect of the weapons. Each press of the trigger causes your marine-type weapon to recoil. Stunning. Being on free play I took advantage, by doing the lamest impression of Chuck Norris you've ever seen holding a gun in each hand. (the photo was over exposed, hehe).



£1 = CRED'

* In the film Alien 3 Sigourney Weaver wore a pair of Reebok boots through the whole filming. Huh! *



HAVE YOU GOT WHAT IT TAKES?

Billed as the most authentic arcade flight simulator available, Namco's Air Combat is a real time (don't ask me what that means) game which uses the latest in 3-D polygon imaging and explosive sound to totally immerse the player.

From the minute your coin drops into the box you get to choose the level of difficulty you want to play at, of which there are three. Cadet (easy), Captain (moderate) and for people like me, Ace (rock hard) are available. Play is pretty much like an After Burner machine with brains the general mission type being the interception of enemy planes that enter into your airspace - no points for originality here.

Still, if you've always wanted to shoot down the Ruskies then I suppose this is what you've been waiting for. If you prove to be a bit of an ace you'll get a Top Gun-esque bonus stage where you've to land your fighter on a moving aircraft carrier. Fail and be humiliated, succeed and the excitement continues... To be honest I didn't rate AC but in the arcade infested environment I was in. Only the best are gonna survive!



OTE

THE LATEST, POSSIBLY THE GREATEST?

◀ METAL CITY 1

Judge Dredd, the table. Well overdue if you ask me but Bally have timed their entry into the market just right. With the impending release of the motion picture. The best aspect has to be the Supergame (TM). For two credits players can enjoy the buzz of two balls in play at one time. So instead of the usual three you get six, fantastic. Be cautious, this does increase the cost of a game by 100%. The overall aim is to send the dark judges packing. Easier said than done let me tell you.

TABLE OF DOOM ▶

Williams have captured the essence of the Indiana Jones trilogy in manufacturing a full size pintable. Themed loosely on the hit films you've to travel the world seeking out rare artifacts. Ball fans are gonna love the multi-ball feature of not four, not five but six of the metal spheres on the play area at one time. Gulp, nightmarish at best. Also to split up the action are three unique video modes that pop up at relevant times during your quest. Looking towards the in-built dot matrix screen at the end of the table, you'll be thrown into shoot outs against Nazi agents in the Raven bar. As you can fully appreciate Indy Jones is something a bit more than just pinball. It's an epic adventure.

50p =
CRED'

50p = CRED'

STREET FIGHTER 3?

Everybody knows about Super Street Fighter 2, and we all love it. But what about the third in the series? How many rehashes can you milk the virtual violence freaks for? I've an idea on how we may be able to hurry its release on, or at the very least get a bit of momentum going for it.

All you have to do is design an SF3 character. Where would he/she be from? What would they look like, what sort of special moves would they have? The choice is yours, the only limit being your imagination. Get your stuff together and get drawing. The best get their art printed within these pages. Who knows perhaps Capcom may even offer you a job on the SF3 project. (Like I say p'raps).

Moral Kombat

Being a massive Street Fighter 2 fan, I find myself having to come to terms with a game that may well be superior to the aforementioned upright. 'Fatal Fury special' takes off where the previous Fury's left off taking the best bits out of the first couple of games, and even resurrecting some of the fave characters. If you thought the Street Fighter dudes had some seriously unearthly moves, then prepare for them to be out done.



Virtual Competitor

News just in is that Sega are on the verge of producing their own virtuality unit. With the headline "Sega game could cause eye damage" you would have expected it to appear in one of the techno-fear mongering tabloids. This story actually surfaced in the Independent on Sunday. But the paper had never clapped eyes on the new device let alone used it. Needless to say as soon as Sega's legal bods got on the case a full retraction and apology were subsequently printed (snigger, nice one Sega, that'll teach 'em).

LAST WORDZ

The man responsible for the look of the first couple of OTEs has gone. Sniff, the man Jimbo Eagers has done a flit onto our sister magazine PC Action, which incidentally, is rather good. Never fear dudes 'cos help is at hand with the wonderful "Q" aka Sue Ashton setting the pages and running the whole crayon show. Enough of that. I hope you enjoyed this section as much as I did writing it. I'd really like to tell you what I've got lined up for next month but to be honest I don't really know myself (see I don't lie to you) but rest assured guys whatever it be it's gonna be mighty funky that's for sure. Brad Burton, Over The Edge, Europress Interactive, Europa House, Adlington Park, Macclesfield, SK10 4NP. That's where all your letters and gifts should be heading. Respekt due.



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FASHION INDEX



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£15.99

Col: Natural, stone, navy, black

Sizes: 1 size

(3) Joe Bloggs 'Ultimate Player' cap

This top of the range cap, is of 'that' State' style, and can be worn in numerous ways. On the front, is a trendy Bloggs - Ultimate player logo this in itself makes the cap a fashion item, that no self respecting person can ill afford to avoid. Spinning it around, and wearing the peak backwards shows a Game Over' badge, a must for any games-master.

all the features of a US Cap, at a more than reasonable price.

£5.99

Col: black, burgandy, navy, bottle!

1 size

(4) Striped top - 106442

If you like your clothes loose-fitting, stripy and with buttons all the way down then this

is for you. As a special bonus for cuff fans, two cuffs are included! Can be worn tucked in or out, the decision is entirely yours!

£19.99

Col: blue, black, green

Sizes: 1 size

(5) Woolly hat

Cripes, Winter's just around the corner. Hey, when it comes to sno' ball

fights, theres one thing having a pair of gloves, eh but what about that all important head of yours! I bet you forgot all about that, well don't worry too much, because this hat complete with bloggs logo will look after your brain as well as keeping your body heat in. Go on mum's treat 'em. They deserve it.

£5.99

Col: black, navy, burgandy, bottle

Sizes: 1 size

(6) Bloggs logo jeans

These are the type of jeans, made for the 'straighter' amongst you. If you don't want to advertise the fact that your jeans are from 'Bloggs' yet want a top quality pair of strides. These are right up your street. Boasting a very conservative Bloggs badge.

£20.99

Col: black, s/w black, ecru, s/w, navy,

Sizes: 28-36

(7) Bloggs backpack

If you're after a pack for your back then a Backpack is the item you require. Fashionable yet practical this Bloggs bag will soon take pride of place whenever carrying stuff is the order of the day. A natty little Over-the-Shoulder number can be yours by simply sending off for this.

£19.99

Col: black, blue

Sizes: 28-36

(8) Round neck Bloggs 'natural' top

Crew neck, long sleeved made. For any wanna be naturalist. Its also got some groovy text on the front, A1.

£20.99

Col: natural, stone, navy

Sizes: 1 size

(9) Bloggs flag type jeans

long leg jeans, leather badge, and a rather fetching flag type Bloggs logo on the back right pocket. Good fashion jeans, that'll no doubt have a massive lifespan.

£26.99

Col: Stone washed, pure black.

Sizes: 28-36

(10) Denim shirt

Casual, smart? Tucked in, left out? Buttoned up, un-buttoned. The amount of ways you can wear this top quality denim shirt with its stylish cotton back are untrue. As is the price!

£16.99

Col: denim/baltic

Sizes: S/M/L

(11) Jogging bottoms

Regardless of where you are, you'll fit in with these lightweight joggers. Although I wouldn't recommend them at weddings. The tie string around the waist can be used to adjust the tightness. So if you like 'em baggy get a bigger size.

£7.99

Col: black, navy, charcoal, grey, dark green.

Sizes: 1,2,3

KINKY CLOBBER

US LE

The Legendary Joe Bloggs label was started in 1986 by Shami Ahmed. Shami is still the Managing Director of the company.

STREET WISE GEAR



STREET

(13) Bloggs natural with strip
 Yea, we like this one. Another one of those smart tops you can wear pretty much anywhere. Winter thru to Summer, this'll always be en vogue.
 £19.99
 Col: natural, taupe, navy
 Sizes: 1 size

Streetwear

11

100 BLOGGS RE

Bloggs pioneered the comeback of flaired clothing a few of years ago and were an instrumental factor in the Madchester period.

NO	DESCRIPTION	SIZE	COLOUR	PRICE
				:
				:
				:
				:
				:
				:
				:
				:
Please include an extra £2.00 for postage & packaging				:
Allow 28 days for delivery.				:
TOTAL				:

Post Code _____

PIRE RAGGAM IFFIN STYLE

SUPER

Is it just us, or is the quality of software really getting better? Maybe it's just us, but then, that's our prerogative, because we're the ones who put in the work. Right?

ARCADE ADVENTURE

- 1 FIRST SAMURAI**
Mirrorsoft
- 2 ROBOCOP 3**
Ocean
- 3 D/GENERATION**
Mindscape
- 4 SECOND SAMURAI**
Psygnosis
- 5 HUNTER**
Activision
- 6 ANOTHER WORLD**
US Gold
- 7 JURASSIC PARK**
Ocean
- 8 HEIMDALL**
Core Design
- 9 THE IMMORTAL**
Electronic Arts
- 10 GOLD OF THE AZTECS**
US Gold
- 11 CADAVER**
Renegade
- 12 MOONSTONE**
Mindscape
- 13 CORPORATION** + Mission Disk
Core Design
- 14 SPACE CRUSADE**
Gremlin
- 15 HERO QUEST** + Data Disk
Gremlin
- 16 ASHES OF EMPIRE**
Mirage
- 17 CYBERCON III**
US Gold
- 18 SWORD OF HONOUR**
DMI
- 19 LORDS OF TIME**
Ubisoft
- 20 XENOMORPH**
Ubisoft
- 21 BARBARIAN II**
Palace
- 22 SHADOW OF THE BEAST III**
Psygnosis
- 23 ROCKET RANGER**
Cinemaware
- 24 CAME FROM THE DESERT** + Ant Head
Cinemaware
- 25 HORROR ZOMBIES/THE CRYPT**
Millennium
- 26 UNREAL**
Ubisoft
- 27 KULT**
Ubisoft
- 28 OBITUS**
Psygnosis
- 29 CRYSTALS OF ARBOREA**
Silmarils
- 30 VOODOO NIGHTMARE**
Activision
- 31 LAST NINJA 3**
System 3
- 32 ABANDONED PLACES**
Electronic Zoo
- 33 ZOMBI**
Ubisoft
- 34 NINJA REMIX**
System 3

- 35 COLORADO**
Ubisoft
- 36 BLOODWYCH** + Data Disks
Mirrorsoft
- 37 COLDITZ**
Digital Magic
- 38 HEAD OVER HEELS**
Ocean
- 39 INDY/FATE OF ATLANTIS**
Lucasfilm
- 40 HARE RAISING HAVOC**
Infogrames
- 41 B.A.T.**
Ubi Soft
- 42 MERCENARY III**
Novagen
- 43 SHADOW OF THE BEAST II**
Psygnosis
- 44 DIZZY'S EXCELLENT ADV**
CodeMasters
- 45 THE SIMPSONS**
Ocean
- 46 DEATH TRAP**
Anco



- 47 DRAGON'S LAIR III**
Readysoft
- 48 TREASURE TRAP**
CodeMasters
- 49 SHADOW OF THE BEAST**
Psygnosis
- 50 INFESTATION**
Ubisoft
- 51 RESOLUTION 101**
Millennium/UBI
- 52 NEUROMANCER**
Ubisoft
- 53 RAN XEROX**
Ubi Soft
- 54 BATMAN - CAPED CRUSADER**
Ocean
- 55 WEIRD DREAMS**
Ubisoft
- 56 SPACE ACE II**
Readysoft
- 57 SIR FRED**
Ubisoft
- 58 HEROES OF THE LANCE**
US Gold
- 59 STORMLORD**
Ubisoft
- 60 THUNDERBIRDS**
Teque/UBI
- 61 GHOSTBUSTERS 2**
Activision

- 62 BOROBODUR**
Thalamus
- 63 BRIDES OF DRACULA**
Gonzo Games
- 64 NIGHTBREED (INTERACTIVE)**
Ocean
- 65 GUY SPY**
Readysoft
- 66 THE RETURN OF MEDUSA**
Ubisoft
- 67 OMNICON CONSPIRACY**
Ubisoft
- 68 BLADE WARRIOR**
Ubisoft
- 69 CHAOS IN ANDROMEDA**
Arc
- 70 BADLANDS PETE**
Arc
- 71 UNIVERSAL MONSTERS**
Ocean
- 72 SPACE ACE**
Readysoft
- 73 DRAGONS LAIR 2**
Readysoft
- 74 SINGE'S CASTLE**
Readysoft
- 75 DRAGON'S LAIR**
Readysoft
- 76 BARBARIAN**
Palace
- 77 OBLITERATOR**
Ubisoft
- 78 CRIME DOES NOT PAY**
Empire
- 79 KRISTAL**
Ubisoft
- 80 GALDREGON'S DOMAIN**
Ubisoft
- 81 EYE OF HORUS**
Millennium
- 82 PYRAMAX**
Ubisoft
- 83 THEME PARK MYSTERY**
Mirrorsoft
- 84 BARBARIAN II**
Psygnosis
- 85 PAC LAND**
Ubisoft
- 86 THREE STOOGES**
Cinemaware
- 87 HEART OF THE DRAGON**
Dynamix
- 88 MICKEY MOUSE**
US Gold
- 89 BEASTLORD**
Grandslam
- 90 AQUANAUT**
Fission Chips

ADVENTURE

- 1 BENEATH A STEEL SKY**
Virgin
- 2 MONKEY ISLAND 2**
Lucasfilm
- 3 INDY/FATE OF ATLANTIS**
Lucasfilm
- 4 LEGEND OF KYRANDIA**
Virgin
- 5 LURE OF THE TEMPTRESS**
Virgin
- 6 SECRET OF MONKEY ISLAND**
Lucasfilm
- 7 CURSE OF ENCHANTIA**
Core Design
- 8 RISE OF THE DRAGON**
Dynamix
- 9 DARK SEED**
Cyberdreams
- 10 MADDOG WILLIAMS**
Game Crafters

- 11 INDY/LAST CRUSADE**
Lucasfilm
- 12 MEAN STREETS**
US Gold
- 13 OPERATION STEALTH**
US Gold
- 14 LEISURE SUIT LARRY 5**
Sierra
- 15 CRUISE FOR A CORPSE**
Ubi Soft
- 16 WAXWORKS**
Accolade
- 17 JACK THE RIPPER**
Mirage
- 18 ELVIRA/MISTRESS OF DARK**
Accolade
- 19 ELVIRA II/JAWS OF CERBERUS**
Accolade
- 20 KGB**
Virgin
- 21 KING'S QUEST SERIES**
Sierra
- 22 HEART OF CHINA**
Dynamix
- 23 MANIAC MANSION**
Eldersoft
- 24 NIPPON SAFES INC**
DMI
- 25 LOOM**
US Gold
- 26 WILLY BEAMISH**
Sierra
- 27 HITCHHIKERS GUIDE**
Infocom
- 28 CODENAME: ICEMAN**
Sierra
- 29 POLICE QUEST SERIES**
Sierra
- 30 FUTURE WARS**
US Gold
- 31 LEATHER GODDESSES**
Infocom
- 32 LEISURE SUIT LARRY 1, 2 & 3**
Sierra
- 33 SPACE QUEST IV**
Sierra



- 34 SPACE QUEST 1, 2 & 3**
Sierra
- 35 DUNE**
Virgin
- 36 TRIAL BY FIRE**
Sierra
- 37 ZAK MCKRAKEN**
Lucasfilm
- 38 ZORK TRILOGY**
Infocom
- 39 SUSPICIOUS CARGO**
Gremlin
- 40 WONDERLAND**
Virgin
- 41 DEMONIAK**
Silmarils
- 42 PLAN 9 FROM OUTER SPACE**
Gremlin
- 43 MAUPITI ISLAND**
Lankhor
- 44 PLANETFALL**
Infocom
- 45 GUILD OF THIEVES**
Rainbird

EA GAMES

- 46 STATIONFALL**
Infocom
- 47 B.A.T. II**
Ubi Soft
- 48 CONQUESTS OF CAMELOT**
Sierra
- 49 LURKING HORROR**
Ubisoft
- 50 ULTIMA SERIES**
Origin Mindscape
- 51 MANHUNTER SERIES**
Sierra
- 52 HOOK**
Ocean
- 53 B.A.T.**
Ubi Soft
- 54 DEJA-VU 1+2**
Mirrorsoft
- 55 SHOGUN**
Infocom
- 56 SPELLBREAKER**
Infocom
- 57 WISHBRINGER**
Infocom
- 58 CHRONOQUEST SERIES**
Psygnosis
- 59 ENCHANTER**
Infocom
- 60 SORCEROR**
Infocom
- 61 BEYOND ZORK**
Infocom
- 62 ZORK ZERO**
Infocom
- 63 SUSPECT**
Infocom
- 64 BUREAUCRACY**
Rainbow Arts
- 65 DEADLINE**
Infocom
- 66 TIME**
Rainbird
- 67 INFIDEL**
Infocom
- 68 CORRUPTION**
Rainbird
- 69 FISH**
Rainbird
- 70 JINXTER**
Rainbird
- 71 THE PAWN**
Rainbird
- 72 SUSPENDED**
Infocom
- 73 TIMES OF LORE**
Origin
- 74 COLONEL'S BEQUEST**
Sierra
- 75 WEEN**
Loricel
- 76 GOLDRUSH!**
Sierra
- 77 FASCINATION**
Digital Integration
- 78 STARCROSS**
Ubisoft
- 79 HOLLYWOOD HI-JINX**
Infocom
- 80 TRINITY**
Ubisoft
- 81 A MIND FOREVER VOYAGING**
Infocom
- 82 BLACK CAULDRON**
Infocom
- 83 NIGHT ORC**
Rainbird
- 84 SEA STALKER**
Infocom
- 85 CUT-THROATS**
Ubisoft
- 86 KEEF THE THIEF**
Electronic Arts

- 87 LANCELOT**
Ubisoft
- 88 WITNESS**
Infocom
- 89 THE FAMOUS FIVE**
Electronic Zoo
- 90 QUEST FOR THE TIME BIRD**
CDS

SHOOT'EM-UP

- 1 CHAOS ENGINE**
Renegade
- 2 ALIEN BREED 2**
Team 17
- 3 PROJECT-X**
Team 17
- 4 BLASTAR**
Core
- 5 ALIEN BREED '92**
Team 17
- 6 BLOOD MONEY**
Psygnosis
- 7 DESERT STRIKE**
Electronic Arts
- 8 ALIEN BREED**
Team 17
- 9 TURRICAN 3**
Renegade
- 10 WALKER**
Psygnosis
- 11 SILKWORM**
Virgin
- 12 SWIV**
The Sales Curve
- 13 TURRICAN 2**
Rainbow Arts
- 14 OVERKILL**
Mindscape
- 15 URIDIUM 2**
Renegade
- 16 TURRICAN**
Rainbow Arts
- 17 STARDUST**
Daze
- 18 SIMULCRA**
MicroStyle
- 19 XENON II - MEGABLAST**
Renegade
- 20 THE KILLING GAME SHOW**
Psygnosis
- 21 X-OUT**
Rainbow Arts
- 22 DISPOSABLE HERO**
Gremlin
- 23 Z-OUT**
Rainbow Arts
- 24 APIDYA**
Blue Byte
- 25 R-TYPE II**
Activision
- 26 MIDNIGHT RESISTANCE**
Ocean
- 27 FIREFORCE**
ICE
- 28 CYBERPUNKS**
Core
- 29 ALCATRAZ**
Infogrames
- 30 PANG**
Ocean
- 31 VENUS**
Gremlin
- 32 EPIC**
Ocean
- 33 R-TYPE**
Activision
- 34 BATTLE SQUADRON**
Ubisoft
- 35 AMNIOS**
Psygnosis

- 36 WOLFCHILD**
Core Design
- 37 SPACE GUN**
Ocean
- 38 LETHAL XCESS**
Grandslam
- 39 RUBICON**
21st Century
- 40 WING COMMANDER**
Mindscape
- 41 ANARCHY**
Ubisoft
- 42 OPERATION THUNDERBOLT**
Ocean



- 43 MEAN ARENAS**
Ice
- 44 WINGS OF DEATH**
Thalion
- 45 WARZONE**
Core Design
- 46 ESCAPE FROM THE ROBOT**
Ubisoft
- 47 MONSTERS**
Ubisoft
- 48 STELLAR 7**
Ubisoft
- 49 ORK**
Ubisoft
- 50 VIDEO KID**
Gremlin
- 51 PEGASUS**
Gremlin
- 52 HOSTILE BREED**
Palace
- 53 BONANZA BROS**
US Gold
- 54 FIREHAWK**
Codemasters
- 55 FANTASTIC VOYAGE**
Ubisoft
- 56 STRIDER II**
US Gold
- 57 ATOMIC ROBO-KID**
Activision
- 58 THE EXECUTIONER**
Audiogenic
- 59 ARMALYTE**
Thalamus
- 60 OPERATION WOLF**
Ocean
- 61 SHADOW DANCER**
US Gold
- 62 SUPER SPACE INVADERS**
Domark
- 63 LINE OF FIRE**
US Gold
- 64 XENON**
Renegade
- 65 MONTY PYTHON**
Virgin
- 66 TERMINATOR 2**
Ubisoft
- 67 SUPER SKWEEK**
Loricel
- 68 BATTLESTORM**
Ubisoft
- 69 ROBOCOP 2**
Ocean
- 70 AGONY**
Psygnosis

- 71 STARUSH**
Ubisoft
- 72 MERCS**
US Gold
- 73 BAAL**
Ubisoft
- 74 CAVITAS**
Ubisoft
- 75 ALIEN STORM**
US Gold
- 76 WARLOCK THE AVENGER**
Millennium
- 77 CARDIAXX**
Electronic Zoo
- 78 WESTPHASER**
Loricel
- 79 FIRE AND FORGET**
Titus
- 80 STARRAY**
Logotron
- 81 PREDATOR II**
Mirrorsoft
- 82 GHOST BATTLE**
Thalion
- 83 FRETENIC**
Audiogenic
- 84 THE SPY WHO LOVED ME**
Domark
- 85 TOTAL RECALL**
Ocean
- 86 UNDER PRESSURE**
Electronic Zoo
- 87 BACK TO THE FUTURE 3**
Mirrorsoft
- 88 MENACE**
Ubisoft
- 89 SAINT DRAGON**
Domark
- 90 DALEK ATTACK**
Alternative
- 91 THUNDERJAWS**
Domark
- 92 ZONE WARRIOR**
Electronic Arts
- 93 U.N. SQUADRON**
US Gold
- 94 VAXINE**
Activision
- 95 DAN DARE II**
Virgin
- 96 GAUNTLET 3**
US Gold
- 97 STARGLIDER**
Rainbird
- 98 DRAGONSTRIKE**
Ubisoft
- 99 DEFENDER II**
Arc
- 100 ESWAT**
Ubisoft

SPORTS SIMULATION

- 1 SENSIBLE SOCCER V1.1**
Renegade
- 2 GOAL**
Virgin
- 3 SPEEDBALL 2**
Renegade
- 4 PRO TENNIS TOUR 2**
Ubi Soft
- 5 BRUTAL SPORTS FOOTBALL**
Millennium
- 6 JOHN MADDEN**
Electronic Arts
- 7 PGA TOUR GOLF + Data Disk**
Electronic Arts
- 8 PREMIER MANAGER 2**
Gremlin
- 9 GRAHAM GOOCH CRICKET**
Audiogenic

SUPER LEAGUES

10 PREMIER MANAGER

Gremlin

11 MICROPROSE GOLF

MicroProse

12 WORLD CLASS RUGBY

Audiogenic

13 SENSIBLE SOCCER

Renegade

14 BULLY'S SPORTING DARTS

Admiral

15 AMERICAN GLADIATORS

Gametek

16 EUROPEAN CHAMPIONS

Ocean

17 PLAYER MANAGER

Anco

18 SPEEDBALL

Renegade

19 JIMMY WHITE'S SNOOKER

Virgin

20 ARCHER MACLEAN'S POOL

Virgin

21 WORLD CLASS LEADERBOARD

US Gold

22 LINKS

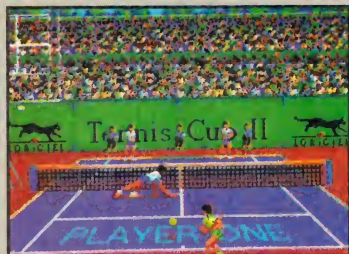
US Gold

23 THE MANAGER

US Gold

24 GAMES: SUMMER EDITION

US Gold



25 CHAMP MANAGER '93

Domark

26 NICK FALDO'S CHAMP GOLF

Grandslam

27 CHAMPIONSHIP MANAGER

Domark

28 TENNIS CUP

Loricel

29 TV SPORTS FOOTBALL

Mindscape

30 CALIFORNIA GAMES

US Gold

31 PRO TENNIS TOUR

Ubi Soft

32 JAHANGIR KHAN SQUASH

Krisalis

33 GRAHAM TAYLOR'S

Krisalis

34 RBI 2 BASEBALL

Mindscape

35 KICK OFF 2

Anco

36 DISC

Loricel

37 THE AQUATIC GAMES

Millennium

38 TV SPORTS BASKETBALL

Mindscape

39 SUPER SPORT CHALLENGE

Daze

40 STRIKER

Rage

41 TENNIS CUP 2

Loricel

42 LIVERPOOL

Grandslam

43 WINTER SUPERSPORTS '92

Flair

44 J BARNES EURO FOOTBALL

Krisalis

45 ZANY GOLF

UbiSoft

46 EURO SOCCER

Flair

47 MAN UNITED - EUROPE

Krisalis

48 TV SPORTS BASEBALL

Mindscape

49 FIENDISH FREDDY

Tynesoft

50 INTERNATIONAL SPORTS

Empire

51 MASTER BLAZER

Rainbow Arts

52 TIP OFF

Anco

53 EUROPEAN FOOTBALL CHAMP

Krysalis

54 WAYNE GRETZKY HOCKEY 2

Bethesda

55 MICROPROSE SOCCER

MicroProse

56 INTERNATIONAL SOCCER

MicroProse

57 SUPERSKI 2

MicroProse

58 THE CARL LEWIS CHALLENGE

Psygnosis

59 CALIFORNIA GAMES II

US Gold

60 MEGA SPORTS

UbiSoft

61 GRAND MONSTER SLAM

Rainbow Arts

62 WORLD GAMES

US Gold

63 PROJECTILE

Electronic Arts

64 PURPLE SATURN DAY

Infogrames

65 ADVANTAGE TENNIS

UbiSoft

66 WWF WRESTLEMANIA

Ocean

67 STORMBALL

Millennium

68 ITALY 1990

US Gold

69 FACE OFF ICE HOCKEY

Krisalis

70 BILLIARDS II

Infogrames

71 REBEL RACER

UbiSoft

72 I PLAY 3D SOCCER

I-Play

73 WORLD CHAMP SOCCER

UbiSoft

74 STEVE DAVIS SNOOKER

Telecom Soft

75 FOOTBALL MANAGER 2

Addictive

76 JACK NICKLAUS GOLF

Gremlin

77 FOOTBALLER OF THE YEAR 2

Gremlin

78 3D TENNIS

UbiSoft

79 WILD WHEELS

Ocean

80 RUGBY/THE WORLD CUP

Infogrames

81 SUPER LEAGUE MANAGER

UbiSoft

82 EUROPEAN SUPERLEAGUE

UbiSoft

83 TOURNAMENT GOLF

UbiSoft

84 MANCHESTER UNITED

Krisalis

85 CIRCUS GAMES

UbiSoft

86 ADIDAS SOCCER

Ocean

87 SLIDERS

Palace

88 INTER. RUGBY CHALLENGE

Domark

89 SUPERSOCCER

UbiSoft

90 PASSING SHOT

UbiSoft

91 GRAND NATIONAL

UbiSoft

92 MEAN 18

Accolade

93 THE GAMES ESPANIA '92

Ocean

94 ADIDAS TENNIS

Ocean

95 ITALIA '90

US Gold

96 M.U.D.S.

Rainbow Arts

97 CYBERBALL

UbiSoft

98 FIGHTING SOCCER

UbiSoft

99 STREET HOCKEY

Telecomsoft

100 3D POOL

Telecomsoft

FLIGHT SIMULATION

1 REACH FOR THE SKIES

Virgin

2 FLIGHT OF THE INTRUDER

Mirrorsoft

3 GUNSHIP 2000

MicroProse

4 FALCON & MISSION Disks 1 & 2

Mirrorsoft

5 F117A

Microprose



6 COMBAT AIR PATROL

Psygnosis

7 B17 FLYING FORTRESS

MicroProse

8 DOGFIGHT

MicroProse

9 THUNDERHAWK

Core Design

10 F-19 STEALTH FIGHTER

MicroProse

11 THEIR FINEST HOUR + Data Disk

Lucasfilm

12 F-16 COMBAT PILOT

Digital Integration

13 A320 AIRBUS USA

Thalion

14 BATTLEHAWKS 1942

Lucasfilm

15 FIGHTER BOMBER

Activision

16 A320 AIRBUS

Thalion

17 A-10 TANK KILLER V1.5

Sierra

18 GUNSHIP

MicroProse

19 BIRDS OF PREY

Electronic Arts

20 SHUTTLE

Virgin

21 PROFLIGHT

Hi Soft

22 INTERCEPTOR

UbiSoft

23 FLIGHT SIMULATOR 2

Sublogic

24 KNIGHTS OF THE SKY

MicroProse

25 MIG-29M SUPER FULCRUM

Domark

26 F-29 RETALIATOR

Ocean

27 F-15 STRIKE EAGLE II

MicroProse

28 A-10 TANK KILLER

Sierra

29 MIG-29 FULCRUM

Domark

30 TOWER FRA

UbiSoft

31 WINGS

Cinemaware

32 SKYCHASE

Microprose

33 F-15 STRIKE EAGLE

MicroProse

34 ATF II

Digital Integration

35 FIGHTER DUEL PRO

Jaeger Software

36 CHUCK YEAGER

Electronic Arts

37 RED BARON

Dynamix

38 STRIKE FORCE HARRIER

Digital Integration

39 BLUE MAX

UbiSoft

40 AV-8B HARRIER ASSAULT

Domark

RACING

1 LOTUS ESPRIT TURBO CHALL

Gremlin

2 FORMULA ONE GRAND PRIX

MicroProse

3 SUPERCARS 2

Gremlin

4 LOTUS TURBO CHALLENGE II

Gremlin

5 OVERDRIVE

Team 17

6 STUNT CAR RACER

MicroStyle

7 NO SECOND PRIZE

Thalion

8 NITRO

Psygnosis

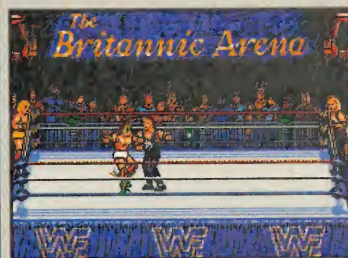
- 26 LOMBARD RAC RALLY**
Mandarin
- 27 SUPER HANG-ON**
Activision
- 28 JUPITER'S MASTERDRIVE**
Ubi Soft
- 29 RVF HONDA**
MicroStyle
- 30 INDY HEAT**
The Sales Curve
- 31 PSYBORG**
Loricel
- 32 4D SPORTS DRIVING**
Mindscape
- 33 OUTRUN EUROPA**
US Gold



- 34 HARD DRIVIN' II**
Domark
- 35 ROAD RASH**
Electronic Arts
- 36 GRAND PRIX CIRCUIT**
UbiSoft
- 37 TURBO OUTRUN**
US Gold
- 38 HARD DRIVIN'**
Domark
- 39 BADLANDS**
Domark
- 40 PRIME MOVER**
Psygnosis
- 41 THE CYCLES**
UbiSoft
- 42 CHASE HQ II**
Ocean
- 43 POWERDROME**
UbiSoft
- 44 OVERLANDER**
Elite
- 45 TEST DRIVE**
Accolade
- 46 BURNING RUBBER**
Ocean
- 47 RED ZONE**
Psygnosis
- 48 CISCO HEAT**
Mirrorsoft
- 49 RACE DRIVIN'**
Domark
- 50 MOONSHINE RACERS**
Millennium
- 51 FERRARI FORMULA 1**
Virgin
- 52 THE ULTIMATE RIDE**
Mindscape
- 53 HOTROD**
Activision
- 54 GRAND PRIX MASTER**
Codemasters
- 55 CHASE HQ**
Ocean
- 56 HIGHWAY PATROL 2**
Infogrames
- 57 DRIVIN' FORCE**
Digital Magic
- 58 5TH GEAR**
Hewson
- 59 TURBO CUP**
Loricel
- 60 CHAMPION DRIVER**
Zeppelin

BEAT'EM-UP

- 1 IK+**
System 3
- 2 BODY BLOWS**
Team 17
- 3 PANZA KICK BOXING**
Futura
- 4 TORVAK THE WARRIOR**
Core Design
- 5 BUDOKAN**
Electronic Arts
- 6 STREETFIGHTER II**
US Gold
- 7 ORIENTAL GAMES**
UbiSoft
- 8 AFTER THE WAR**
Dynamic
- 9 VIGILANTE**
US Gold
- 10 WRATH OF THE DEMON**
Readysoft
- 11 SHADOW WARRIORS**
Ocean
- 12 FINAL FIGHT**
US Gold
- 13 NINJA WARRIORS**
Virgin
- 14 GOLDEN AXE**
Virgin
- 15 SWORD OF THE SODAN**
Activision
- 16 CHAMBERS OF SHAOLIN**
Grandslam
- 17 METAL MASTERS**
Infogrames
- 18 BLACK TIGER**
US Gold
- 19 DARKMAN**
Ocean
- 20 SKULL AND CROSSBONES**
Domark
- 21 DOUBLE DRAGON III**
Virgin
- 22 WWF II**
Ocean



- 23 DYNASTY WARS**
US Gold
- 24 PITFIGHTER**
Domark
- 25 FULL CONTACT**
Team 17
- 26 TMHT**
Mirrorsoft
- 27 DINOWARS**
UbiSoft
- 28 NIGHTBREED (ARCADE)**
Ocean
- 29 ROGUE TROOPER**
Krysalis
- 30 DOUBLE DRAGON II**
Virgin
- 31 LAST NINJA 2**
System 3
- 32 IVANHOE**
Ocean
- 33 WILD STREETS**
Titus
- 34 DR DOOMS REVENGE**
Entertainment International
- 35 COUGAR FORCE**
Tomahawk
- 36 TURTLES 2/ARCADE GAME**
Mirrorsoft

- 37 ALTERED BEAST**
UbiSoft
- 38 DOUBLE DRAGON**
Virgin
- 39 FINAL BLOW**
The Sales Curve
- 40 BANGKOK KNIGHTS**
System 3

STRATEGY

- 1 POWERMONGER** + Data Disk
Electronic Arts
- 2 UTOPIA** + Data Disk
Gremlin
- 3 PERFECT GENERAL**
Impressions
- 4 MEGA LO MANIA**
Mirrorsoft
- 5 POPULOUS II**
Electronic Arts
- 6 CIVILISATION**
MicroProse
- 7 DUNE II**
Virgin
- 8 CAESAR**
Impressions
- 9 SABRE TEAM**
Krisalis
- 10 GLOBAL EFFECT**
Electronic Arts
- 11 DREADNOUGHTS**
Turcan Research
- 12 CASTLES 2**
Interplay
- 13 GENGHIS KHAN**
Infogrames
- 14 SIM CITY DELUXE**
Infogrames
- 15 SIMCITY** + Terrain Editor
Infogrames
- 16 CAESAR DELUXE**
Impressions
- 17 SUPREMACY**
UbiSoft
- 18 CELTIC LEGENDS**
Ubi Soft
- 19 BANDIT KINGS**
UbiSoft
- 20 BATTLE ISLE** + Data Disk
Blue Byte
- 21 POPULOUS** + Promised Lands
Electronic Arts
- 22 RAILROAD TYCOON**
MicroProse
- 23 A-TRAIN**
Maxis
- 24 RAGNAROK**
Mirage
- 25 CAMPAIGN** + Data Disk
Empire
- 26 REALMS**
Virgin
- 27 THE PATRICIAN**
Daze
- 28 CENTURION**
CCS
- 29 BREACH 2**
Impressions
- 30 HARPOON** + Data Disk
Mirrorsoft
- 31 MURDER**
US Gold
- 32 LASER SQUAD**
Krisalis
- 33 ROME AD92**
Millennium
- 34 VIKINGS**
Thalamus
- 35 BREACH**
Impressions
- 36 PALADIN**
Impressions
- 37 SIM EARTH**
Ocean
- 38 DEUTEROS**
Activision
- 39 HISTORYLINE 1914-1918**
Blue Byte
- 40 SIMANT**
Ocean
- 41 WARLORDS**
UbiSoft
- 42 1869**
Flair
- 43 GETTYSBURG**
Mirrorsoft
- 44 ARMADA**
Mirrorsoft
- 45 BORODINO**
Mirrorsoft
- 46 MONOPOLY**
UbiSoft
- 47 WHEN TWO WORLDS WAR**
Impressions
- 48 RISK**
UbiSoft
- 49 BATTLE CHESS II**
Intercom
- 50 BATTLEMASTER**
UbiSoft
- 51 MOONBASE**
CRL
- 52 BATTLE CHESS**
Electronic Arts
- 53 LORDS OF CHAOS**
DMI
- 54 BRIGADE COMMANDER**
UbiSoft
- 55 HILL STREET BLUES**
Krisalis
- 56 AIRFORCE COMMANDER**
Impressions
- 57 KINGMAKER**
US Gold
- 58 AIR BUCKS**
Impressions
- 59 GOLD OF THE AMERICAS**
Starbyte
- 60 HALLS OF MONTEZUMA**
US Gold
- 61 ARNHEN**
CCS
- 62 GERM CRAZY**
Electronic Zoo
- 63 TOWER OF BABEL**
Microprose
- 64 CHESS CHAMPION 2175**
CDS
- 65 FLOOR 13**
Virgin
- 66 FIGHTER COMMAND**
Impressions
- 67 FORT APACHE**
Impressions
- 68 LIFE AND DEATH**
Mindscape
- 69 INTERCEPTOR**
Electronic Arts
- 70 RED LIGHTNING**
SSI
- 71 CONFLICT EUROPE**
Mirrorsoft



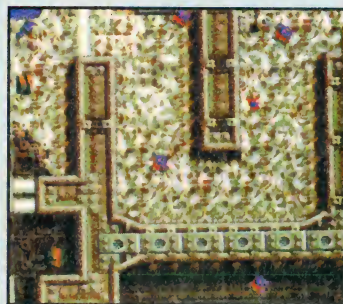
- 72 COHORT**
Impressions
- 73 SEIGEMASTER**
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- 74 STORM ACROSS EUROPE**
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- 75 CONFLICT: MIDDLE EAST**
Ubisoft
- 76 NAPOLEON I**
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- 77 AFRIKA KORPS**
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- 78 BIG BUSINESS**
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- 80 CASTLES**
Electronic Arts
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- 83 TRADERS**
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- 84 NUCLEAR WAR**
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- 85 CHARGE OF LIGHT BRIGADE**
Impressions
- 86 CHAMPION OF THE RAJ**
Mirrorsoft
- 87 DRAGON FORCE**
Phalion
- 88 OVERRUN**
US Gold
- 89 WATERLOO**
Mirrorsoft
- 90 FIRETEAM 2200**
Ubisoft
- 91 AUSTERLITZ**
Mirrorsoft
- 92 NO GREATER GLORY**
Ubisoft
- 93 UMS 1+2**
MicroProse
- 94 ACTION STATIONS**
Lazer
- 95 BLITZKRIEG**
Mirrorsoft
- 96 MEDIEVAL WARRIORS**
Ubisoft
- 97 WHITE DEATH**
Ubisoft
- 98 FINAL CONFLICT**
Mirrorsoft
- 99 VENGEANCE OF EXCALIBUR**
Virgin
- 100 RINGS OF MEDUSA**
Rainbow Arts

ARCADE STRATEGY

- 1 FRONTIER - ELITE 2**
Gametek
- 2 ELITE**
Rainbird
- 3 SYNDICATE**
Electronic Arts
- 4 SPACE HULK**
Electronic Arts
- 5 ARMOUR-GEDDON**
Psygnosis
- 6 DYNABLASTER**
VBI
- 7 THE KILLING CLOUD**
Mirrorsoft
- 8 FLAMES OF FREEDOM**
MicroProse
- 9 HIRED GUNS**
Psygnosis
- 10 STARGLIDER 2**
Rainbird
- 11 THEATRE OF DEATH**
Psygnosis
- 12 STORM MASTER**
Silmarils
- 13 SPECIAL FORCES**
MicroProse
- 14 NORTH AND SOUTH**
Infogrames

- 15 WAR IN THE GULF**
Empire
- 16 PIRATES**
US Gold
- 17 TRANSARCTICA**
Silmarils
- 18 INTERPHASE**
Mirrorsoft
- 19 DRAGON'S BREATH**
Palace
- 20 MIDWINTER**
MicroProse
- 21 IRON LORD**
Ubisoft
- 22 MILLENIUM 2.2**
Activision
- 23 DAMOCLES + Mission Disk**
Novagen
- 24 COVERT ACTION**
MicroProse
- 25 VOYAGE BEYOND**
Ubisoft
- 26 LORDS OF THE RISING SUN**
Cinemaware
- 27 ROBIN HOOD**
Millennium
- 28 ANCIENT ART/WAR IN SKIES**
MicroProse
- 29 NARCO POLICE**
Dynamix



- 30 STAR CONTROL**
Ubisoft
- 31 TEAM YANKEE**
Empire
- 32 MOONFALL**
Hewson
- 33 TIME MACHINE**
Activision
- 34 MAGIC FLY**
Activision
- 35 PACIFIC ISLANDS**
Empire
- 36 CYTRON**
Psygnosis
- 37 STRIKE FLEET**
Electronic Arts
- 38 STARFLIGHT**
SSI
- 39 SPACE ROGUE**
Ubisoft
- 40 RULES OF ENGAGEMENT**
Impressions
- 41 MAGIC GARDENS**
Electronic Arts
- 42 ECO PHANTOM**
Elec Zoo
- 43 VOLFIED**
Empire
- 44 AIR SUPPORT**
Psygnosis
- 45 SWORDS AND GALLEONS**
Silver
- 46 D-DAY**
US Gold
- 47 CARTHAGE**
Psygnosis
- 48 LOST PATROL**
Ocean
- 49 MURDERS IN SPACE**
Infogrames
- 50 FEDERATION OF FREE TRADERS**
Gremlin

PLATFORM

- 1 FLASHBACK**
US Gold
- 2 SOCCER KID**
Krisalis
- 3 SUPERFROG**
Team 17
- 4 ZOOL**
Gremlin
- 5 THE ADDAMS FAMILY**
Ocean
- 6 ASSASSIN**
Team 17

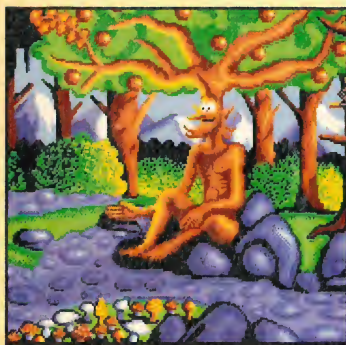


- 7 PREMIERE**
Core Design
- 8 GODS**
Renegade
- 9 RAINBOW ISLANDS**
Ocean
- 10 PARASOL STARS**
Ocean
- 11 FIRE & ICE**
Renegade
- 12 ROBODOD**
Millennium
- 13 LEANDER**
Psygnosis
- 14 PUTTY**
System 3
- 15 RICK DANGEROUS 1+2**
MicroProse
- 16 TITUS THE FOX**
Titus
- 17 ALIEN 3**
Virgin
- 18 OSCAR**
Flair
- 19 QWAK**
Team 17
- 20 SLEEPWALKER**
Ocean
- 21 CHUCK ROCK II**
Core Design
- 22 DELIVERANCE**
21st Century
- 23 FUZZBALL**
System 3
- 24 RODLAND**
The Sales Curve
- 25 JAMES POND**
Millennium
- 26 9-LIVES**
Arc
- 27 ALFRED CHICKEN**
Mindscape
- 28 ELF**
Ocean
- 29 MYTH**
System 3
- 30 SWITCHBLADE 2**
Gremlin
- 31 ARABIAN NIGHTS**
Krisalis
- 32 BEAVERS**
Grandslam
- 33 JIM POWER**
Loricel
- 34 WOODY'S WORLD**
Global
- 35 GLOBAL GLADIATORS**
Virgin
- 36 TROLLS**
Flair
- 37 MAGIC BOY**
Empire
- 38 SWITCHBLADE**
Gremlin
- 39 MAGIC POCKETS**
Renegade
- 40 TOKI**
Ocean
- 41 ELVIRA THE ARCADE GAME**
Flair
- 42 THE BLUES BROTHERS**
Titus
- 43 WONDER DOG**
Core Design
- 44 CHUCK ROCK**
Core Design
- 45 P.P. HAMMER**
DML
- 46 CREATURES**
Thalamus
- 47 DEEP CORE**
Ice
- 48 LIONHEART**
Thalion
- 49 MCDONALD'S LAND**
Virgin
- 50 BC KID**
Ubi Soft
- 51 BUBBLE BOBBLE**
Firebird
- 52 HARLEQUIN**
Gremlin
- 53 FLOOD**
Electronic Arts
- 54 NEW ZEALAND STORY**
Ocean
- 55 VIKING CHILD**
Ubisoft
- 56 CAR-VUP**
Core Design
- 57 RISKY WOODS**
Electronic Arts
- 58 YO JOE!**
Hudson Soft
- 59 JOE & MAC**
Elite
- 60 NIGHT SHIFT**
Lucasfilm
- 61 GLOBDULE**
Psygnosis
- 62 NEBULUS II**
Hewson
- 63 UGH!**
Blue Byte
- 64 MEGA TWINS**
US Gold
- 65 ROLLING RONNY**
Virgin
- 66 TEARAWAY THOMAS**
Soundware
- 67 BABY JO**
Loricel
- 68 LETHAL WEAPON**
Ocean
- 69 SUBURBAN COMMANDO**
Alternative
- 70 GHOULS'N'GHOSTS**
Elite
- 71 PREHISTORIK**
Titus
- 72 NICKY 2**
Daze
- 73 WIZ 'N' LIZ**
Psygnosis
- 74 DOJO DAN**
Europress Software
- 75 HUDSON HAWK**
Ocean
- 76 NAVY SEALS**
Ocean
- 77 HOI**
Kompakt
- 78 CAPTAIN PLANET**
Mindscape

- 79 EDD THE DUCK**
Zeppelin
- 80 SUPER CAULDRON**
Titus
- 81 KID GLOVES**
Ubisoft
- 82 LITTLE BEAU**
Digital Magic
- 83 IMPOSSAMOLE**
Gremlin
- 84 THE AMAZING SPIDERMAN**
Ubisoft
- 85 BATMAN - THE MOVIE**
Ocean
- 86 STRIDER**
US Gold
- 87 BUILDERLAND**
Loricel
- 88 AXEL'S MAGIC HAMMER**
Gremlin
- 89 MIGHTY BOMB JACK**
Elite
- 90 HAGAR**
Kingsoft
- 91 DOODLE BUG**
Core Design
- 92 CAPTAIN DYNAMO**
CodeMasters
- 93 FIRE AND BRIMSTONE**
Microprose
- 94 SUPER WONDERBOY**
Activision
- 95 ONSLAUGHT**
Hewson

PUZZLE & QUIZ

- 1 LEMMINGS 2**
Psygnosis
- 2 OH NO! MORE LEMMINGS**
Psygnosis
- 3 LOST VIKINGS**
Interplay
- 4 DIGGERS**
Millennium
- 5 PIPEMANIA**
US Gold
- 6 ONE STEP BEYOND**
Ocean
- 7 PUSH-OVER**
Ocean
- 8 HUMANS/JURASSIC LEVELS**
Mirage



- 9 BILL'S TOMATO GAME**
Psygnosis
- 10 KRUSTY'S FUNHOUSE**
Virgin
- 11 GOBLIINS 2**
Coktel Vision
- 12 KLAX**
Domark
- 13 CHIPS CHALLENGE**
US Gold
- 14 TETRIS**
Infogrames
- 15 BRAT**
Mirrorsoft
- 16 WIZKID**
Ocean

- 17 BOB'S BAD DAY**
Psygnosis
- 18 BLOB**
Core
- 19 MORPH**
Millennium
- 20 GOBLIINS**
Coktel Vision
- 21 TRODDERS**
The Sales Curve
- 22 SINK OR SWIM**
Zeppelin
- 23 TINY SKWEEKS**
Loricel
- 24 LOOPZ**
Audiogenic
- 25 SUPER TETRIS**
MicroProse
- 26 STEG**
CodeMasters
- 27 BLOCKOUT**
Ubisoft
- 28 LOCOMOTION**
Global
- 29 WELLTRIS**
Ubisoft
- 30 BUG BOMBER**
Ubisoft
- 31 ISHIDO**
Palace
- 32 PUZZNIC**
Ocean
- 33 NEVERMIND**
Psygnosis
- 34 E-MOTION**
US Gold
- 35 TRIVIAL PURSUIT**
Domark
- 36 CASTLE OF DR. BRAIN**
Sierra
- 37 STONE AGE**
Grandslam
- 38 ATOMINO**
Psygnosis
- 39 SUPAPLEX**
Digital Integration
- 40 LOGICAL**
Rainbow Arts
- 41 GEM'X**
Ubisoft
- 42 BRAIN BLASTERS**
Psygnosis
- 43 ATOMIX**
Ubisoft
- 44 REVELATIONS**
Krisalis
- 45 PICK'N'PILE**
Ubi Soft
- 46 QUADREL**
Krisalis
- 47 CATCH'EM**
DMI
- 48 PLOTTING**
Ocean
- 49 7 COLORS**
Infogrames
- 50 KWIK SNAK**
Ubisoft
- 51 SPINDIZZY WORLDS**
CodeMasters
- 52 JUMPING JACKSON**
Ubisoft
- 53 CLOWN'O'MANIA**
Ubisoft
- 54 SCRABBLE**
Melbourne House
- 55 MANIX**
Millennium
- 56 MANIC MARBLE**
Ubisoft
- 57 SCRABBLE**
US Gold
- 58 TILT**
Ubisoft
- 59 BOULDERDASH**
First Star

- 60 BOSTON BOMB CLUB**
Silmarils
- 61 THE POWER**
Demonware
- 62 GEARWORKS**
Software Business
- 63 RA**
Re-line
- 64 Pictionary**
Domark
- 65 ARCADE TRIVIA QUIZ**
Audio Genic

ROLE PLAYING

- 1 DUNGEON MASTER**
Psygnosis
- 2 CHAOS STRIKES BACK**
Psygnosis
- 3 EYE OF THE BEHOLDER II**
US Gold
- 4 LEGEND**
Mindscape
- 5 KNIGHTMARE**
Mindscape
- 6 AMBERSTAR**
Thalion
- 7 BLACK CRYPT**
Electronic Arts
- 8 MIGHT AND MAGIC III**
US Gold
- 9 PALADIN II**
Impressions
- 10 BANE OF THE COSMIC FORGE**
US Gold
- 11 EYE OF THE BEHOLDER**
US Gold
- 12 MIGHT AND MAGIC II**
US Gold
- 13 PERIHELION**
Psygnosis



- 14 SHADOWWORLDS**
Krisalis
- 15 WORLDS OF LEGEND**
Mindscape
- 16 POOLS OF DARKNESS**
US Gold
- 17 DEATH KNIGHTS OF KRYNN**
US Gold
- 18 CHAMPIONS OF KRYNN**
US Gold
- 19 BLADE OF DESTINY**
US Gold
- 20 BARD'S TALE III**
Electronic Arts
- 21 BARD'S TALE II**
Electronic Arts
- 22 ABANDONED PLACES 2**
ICE
- 23 ISHAR 2**
Daze
- 24 ULTIMA VI**
Mindscape
- 25 EXODUS**
Global
- 26 STARFLIGHT II**
US Gold
- 27 WHALE'S VOYAGE**
Flair
- 28 STARFLIGHT**
US Gold
- 29 SHADOWLANDS**
Domark

- 30 SECRET OF THE SILVER BLADES**
Infocom
- 31 HARD NOVA**
Electronic Arts
- 32 SHADOW SORCERER**
US Gold
- 33 ISHAR/LEGEND OF FORTRESS**
Daze
- 34 LEGENDS OF VALOUR**
US Gold
- 35 LORD OF THE RINGS**
Electronic Arts
- 36 SPACE 1889**
Empire
- 37 MEGATRAVELLER 1**
Empire
- 38 BUCK ROGERS**
US Gold
- 39 DRAGON WARS**
Ubisoft
- 40 AZURE BONDS**
US Gold
- 41 POOL OF RADIANCE**
US Gold
- 42 LEGEND OF FAERGHAIL**
Rainbow Arts
- 43 TREASURES/SAVAGE FRONT**
US Gold
- 44 GATEWAY/SAVAGE FRONT**
US Gold
- 45 DRAGON FLIGHT**
Ubisoft

BAT & BALL

- 1 PINBALL FANTASIES**
21st Century
- 2 PINBALL DREAMS**
21st Century
- 3 ARKANOID 2/REV OF**
Ocean
- 4 SHUFFLEPUCK CAFE**
Ubisoft
- 5 ARKANOID**
Ocean
- 6 KRYPTON EGG**
Rainbird
- 7 BUNNY BRICKS**
Silmarils



- 8 LORDS OF WAR**
Rainbow Arts
- 9 BOTICS**
Krisalis
- 10 TITAN**
Titus

Will someone please bring out a few more bat and ball games. Writing this end bit gets more difficult by the month you know.

SWAP

Amiga games boxed originals, John Madden's, Epic, Archies Pool, B17, Fantastic worlds, EOB 2, lots more. Sell/swap. Russell Pratt 0234 365967.

I have - Murder, PGA Tour Golf, Kick Off 2, Xenon II, F19 Stealth Fighter, 3D - Construction Kit. All boxed brand new complete with manuals. I would like either Outrun Europa or Road Rash. 4 for one considered. Hursh Nayar 31 Woodhead Drive Cambridge CB4 1YY.

For sale CDTV c/w stereo monitor, keyboard, mouse, drive, remote, games still under warranty, £325. Nick Wilmore 0737 352112.

For sale: Captive £5, Superfrog £10, Nightmare £8, Cadaver £5, all in excellent condition. Jason Ackerman 0272 683063.

Swap Hiemdall, Mig 29, John Madden, Premiere Manager, Sensible Soccer 92/93, Monkey Island 2, KGB, Lotus 2 for golf games or RPGs, Syndicate, Desert strike, A-Train others considered. Steven Rennie 0222 861905.

Wanted the most X-rated adult games disk etc. available for the Amiga 600. Cash paid. Colin Porter 5 Cashel walk Newtownabbey Co. Antrim N. Ireland BT37 OEX.

Swap Body Blows, Assassin, Project X, IK+, Dynablast, Chaos Engine, Sabre Team. Wanted Elf, Ishar 1+2, Celtic Legends, Cadaver, Sensible Soccer, Speedball 2, Obitus, Z-OVT + others. Keith 19 Margaret St. Ammanford Dyfed SA18 2NP.

Will swap Megadrive with 3 games for SNES with 2 or more. Ring Luke on (0245) 351056 after 4 PM.

Wanted information to transfer C64 taped games to C64 disk. Roclite drive £50. Dave 35 Chestnut street Southport Merseyside PR8 6QP.

Swap my Zool, Superfrog, Premier Manager and Robocop 2, Striker, Trivial Pursuit, Lemmings, all for Graham Gooch Cricket. Please anyone. Matt Walklett 8 Arbour Close, Madeley Nr. Crewe, Cheshire, CW3 9EZ.

WANTED: Witty reviewers for forthcoming fanzine. Write to Daniel Thompson, 17 Fairholme Road, Newton Street, Faith, Norwich, Norfolk, NR10 3LL. Wanted: Navy Seals for Amiga 600. Willing to pay up to £10. Phone David on 051 7228911.

Wanted: Licence to Kill game. Will pay £5. Eddie Mills 0706 376141.

Will swap Alien Breed 92 and Another World for Flashback. Andy 0260 297502 after 5.30 PM.

I'm looking for world-wide penpals, any age, any sex. Kris 0922 415119. Swap or £10 each; Loom, Lotus 2, Proflight, Jimmy White Snooker, F15 2, PGA Golf, Eye of Beholder, Zool, European Football Champ. Mr. C. Hain 0373 452936.

Amiga contacts wanted, 100% reply, send disks, lists. Also wanted your unwanted

hardware for the 500+. Also looking for cheap 500+ machine. No software no frills just a cheap 2nd machine. Stuart Fuller, 306 Lodge Avenue, Dagenham, Essex.

Will swap Flashback, Graham Gooch Cricket, Sensible Soccer, Graham Taylor's Soccer Challenge, Harlequin, Mega-Lo-Mania, Jaguar XJ220 1 for 1 original for original with PGA Golf + Chaos Engine, Syndicate, Championship Manager 93, Sabre Team. Paul Sruaga 0274 884316.

For sale, Atari Lynx, 4 games, battery recharger, all for around 50 to 70 quid. Adam Thornber 0503 72910.

Amiga contacts wanted. Send list for reply. Rene Mikkelsen, Fretasvet 35, 7220 Korsor, Denmark.

Wanted: Amiga computer with colour printer, plus any other accessories that you might have. Salim Gulzar 0282 459663. I will swap Blade Warrior and International Ice Hockey for WWF2. Both mint condition and compatible with A600.

I want penpals female or male. I am 14. 100% reply. Joanne White, 16 Oakdene Road, Ramsgate, Kent, CT12 6DR.

Swap Beast 3, Enchanter, Hook, Pinball Dreams, Striker, Zool, Lotus 2 plus many more for good boxed games, all mine as new. P. Ford 021 378 4066.

I have Alien Breed 2, Chuck Rock 2, Beast 3 and Pushover (all mint cond.) to swap for Soccer Kid, Flashback, Arabian Nights, Lionheart, No Second Prize or Hired Guns. Must be good condition. Ring Chris on 091 5371039.

A600 games for sale or swap. Desert Strike, Flashback, P/Gener, Photon Paint II plus loads for Walker, Gauntlets, Risk, Hunter. Ben Mountfield, 0705 462371.

Amiga 500 1 Meg, mouse and joystick, 6 games: Sleepwalker, F19 Stealth Fighter, Deluxe Paint 2, Workbench, £160. David Shield 081 4612191.

I NEED HELP! If you have completed Wizkid please write to me. I will truly worship you for it. Ewan Johnston, 72 Lincoln Road, East Finchley, London, N2 9DL.

Amiga contacts wanted, worldwide, 300% reply. Send lists, disks, letters. Peter Hudson, 1 Rosslyn Terrace, Millfield, Sunderland, Tyne and Wear.

Has anyone got a solution book to Operation Stealth? Willing to pay up to £3.50. Christopher Moore 0733 345095.

Amiga contacts wanted, 100% reply. Increase your collection. Anything goes.

Stephen Manderson, 34/35 annadale Crescent, Belfast, BT7 3DN.

I will swap The Addams Family for Golden Axe. Peter Stewart 061 3048058.

Amiga contacts wanted worldwide. Reply guaranteed. Send list. Oisín O'Reilly, 126 Upper Glengearry Road, Dunlaoire, Co. Dublin, Ireland.

4MB RAM unit fits 500/500+, under warranty, won't fit my new A1200! £120

ono. Games wanted for swaps. Martin Harrison 0905 773509.

Sell: Atari 2600 £17 ono. Also contacts wanted, 100% reply, age 11 (male or female). Also Miracle Piano Teaching System wanted. Philip Gunwhy, 6 Whimbrick Hey, Moreton, Wirral, Merseyside, L46 9RU. A500, 2MB chip £180 ono, A500 512K upgrade (no clock) £15, PC880B disk drive £45, A500/+ control centre £25 ono. Steve A.J. Gray 0322 556189.

Wanted, Exile, Sid2, Octamed2+ Amiga contacts, tons of stuff to swap, disks/lists. Stephen Fernandez, 27 Thornsett Road, Anerey, London, SE20 7XB.

For sale: Amiga 500+, mouse, mouse pad, dustcover, 2 joysticks, 5 blank disks, PD utilities and games. Several full price and budget games, Workbench 2.04, modulator, leads etc included. Worth over £500, selling for £195. Price negotiable. C. Lam 0473 288038 (after 6pm).

For Sale: A600HD (20 Megs) and extra meg RAM with clock. Lots of utilities, games (boxed as new), mouse, joystick. Still boxed with all manuals, still under warranty. No

What happened to the lonely hearts then? They've nearly all dried up. Frightened yer Mams'll catch you? Well, the backlog's nearly gone now - apologies to those who waited, Rachel promises a bumper four pager next month. She loves it, really.

unreasonable offers declined. Will not separate. No jokers please. Peter Smith 051 4211279.

Wanted: a copy of Wings. Will exchange for Zool or Alien Breed 92. Scott Wilshaw, 71 Parkway, Dairyfields, Trentham, Stoke-on-Trent, Staffordshire ST4 8AR.

Amiga 500 1MB with 20 meg hard drive with 2MB RAM, 40+ games, mouse, joystick, mags, £225 ono. Perry Ravenscroft 0634 406657.

Amiga contacts wanted. Please send games list. Also male or female penpals (preferably gorgeous females). Must be 16 or over. Matthew Ruddell, 4 Minster Road, Coundon, Coventry, CV1 3AF.

For sale: Amiga 500 upgraded to 1 Meg. Joystick, mouse, 20+ games, TV tuner, utilities, manuals, boxed, 250 ono. Ben Crystal 0407 762764.

Megadrive for sale, mint condition, ten top games, three controllers. Worth £550+, sell for £250. Paul Marston 0484 661108.

Hospital patient. New novice A600 owner seeks male/female contacts. Nigel Davies, Forster Ward, Ashworth Hospital North, Maghull, Liverpool, L31 1HW.

Contacts wanted to swap programs. Must be fast and reliable. Guaranteed reply when letters and lists/disks sent. Will also buy/sell. Paul Seel, 39 Holcombe Drive, Burnley, Lancs., BB10 4BJ.

Trojan Light Phaser and three Phaser games. Swap for Shoot'em-up Construction Kit and Flashback or any other game. Paul Littlechild 0954 31045.

For sale: Bubble Dizzy, boxed £10. Rainbow Islands (unboxed) £7, F29 Retaliator (unboxed) £15. Matthew Scowcroft 0204 300972.

Sega Game Gear with TV Tuner, 19 games, mains supply, magnifier, carry case, worth £500 sell for £200 ono. Stephen Shenklin 051 4289756.

For sale, Amiga CDTV player with keyboard, CDTV 1411 3"5" disk drive, infra red remote controller, joystick, transmitter and mouse, loads of games, £300. Will swap for A1200. N. Jeycock 0295 265011.

Will swap Flashback, Desert Strike, Jaguar XJ220, or others, for Body Blows. Alan Potter 0223 843572 (after 6PM).

Amiga contacts wanted. 100% reply. Send lists/disks. Steve Jones 101 CAE Gabriel, Penycrae, Wrexham, Clwyd, N. Wales, LL14 RPL.

Sell: Assassin £5, Red Zone £5, Combat Classics £12 and Stare, Blaze, Turtles and

Nitro Boost all together £5. Jonathan Bush 091 4133952.

Bargain: Sports Masters compilation, includes PGA Tour Golf, Indianapolis 500, Advantage Tennis, European Championship 1992. Daniel 0274 814130.

Reach For The Skies swap for adventure game or strategy. Other games for swap available. Keith Manning 0923 894178. Will swap Dark Seed and Curse of Enchantia for Hook and Goblins Two. Justin Duff 0908 310481.

Contacts wanted 100% reply. Also swap my Home Accounts Two for Guy Spy or Pinball Fantasies or a Trackball. Graham Hall, Flat 5, 33 Glenfield Road, Leicester, LE3 6AT.

A500 1 Meg boxed, TV modulator, StreetF2, Rainbow Islands, Bubble Bubble, N.E Story, good joystick, Amiga excellent condition only £230, bargain. Jonathan Gibson 081 8682717.

Amiga contacts wanted. Send disks/lists. Andy Garwood, 67 Sycamore Close, Skelton, York, YO3 6YA.

Look, Amiga contacts wanted worldwide, 100% fast reply. Have lots of warez. Send lists. Stian Holtet, 2090 Hurdal, Norway. Swap: Final Fight, Pitfighter, WWF for Dune 2. James Eustace, Nightingale Cottage, Ankerdine Hill, Knightwick, Worcestershire.

Amiga contacts wanted. Send lists/disks, definite reply. Sam Holmes 42 Westminster

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Road, Clifton, York, YO3 6LY.

Amiga contacts wanted. 101% reply. Send lists/disks. Lee Kemp 252 Marsdale, Sutton Park, Hull, HU7 4AH.

Swap Lems2, SF2, Sensi Soccer, Zak Makracken and Alien Mind Benders. Want Espania 92, Larry2, Body Blows. Ben Davies 021 427 7476.

Amiga contacts wanted A1200 and A500. 100% reply. Send lists/disks. Mr. M.A. Pullen, 47 Oakbank, New Addington, Croydon, Surrey, CR0 9EB.

Swap: Espania 92, Lethal Weapon, Championship Manager, Premier Manager for John Madden, Flap, Body Blows. Aldo Sousa 0534 888359 after 6PM.

Swap Striker, Monkey Island one or Zool for Desert Strike or Chaos Engine. Paul Matley 061 3387044.

Desperately wanted: ANIME UK, issues 2, 3, 4, preferably in good condition. Will pay reasonable price. Ask for G. Man on 081 9527195.

Amiga 500 (1 Meg), colour monitor, loads of extras, around 40 games, joystick, mouse, all in good condition £209.99. Lee Ranger 0376 344210

SNES with Superscope 6 shooting games, Super Tennis, F-Zero, 2 controllers and a carrying case. Everything boxed with instructions. Excellent condition, worth over £300, sell for £125. Darren Price 0244 571360.

Swap Sim City, Deluxe, Body Blows and many more for adventure games. Also Civilisation wanted. Lee Hughes, 5 Brierley Close, Bootle, Merseyside, L30 7QH.

Please give me some games because I'm a poor boy and everyone hits me at school. (No- scrounging git!). Roger Howard 0430 861276.

Amiga contacts wanted (esp.A600). All welcome. Write or send disks to S. Ball, 52 Elm Street, Cardiff, CF2 3QS.

A500 1MB, Philips Hi-res colour monitor, Soundblaster power amplifier, high quality bass reflex stereo speakers, Star LC10 colour printer, all manuals, leads, all boxed, mouse + pad, 2 * Python joysticks, D-Paint III, F-15II, Kindwords, Gods, Falcon, Midwinter, Populous, Dragons Lair, Dragon Ninja, Carrier Command, 15 blank disks, over 50 other great games and utilities, £600 ono. David Millyard 0235 550136 after 6PM.

Amiga contacts wanted. Male or female. 100% reply. Ian Mellors, 2 Conway Street, Long Eaton, Nottingham NG10 2AE. Amiga contacts wanted. Send lists disks and letters. Phil Joyce, 20 Labernum Crescent, Kidlington, Oxford, OX5 1HB.

75 games for C64 includes Total Recall, Golden Axe, Super Off Road. £25 the lot. Thomas Smith 0813002498

Wanted: Mega-Lo Mania for a swap with F19 Stealth. Andrew Bedford 0703 453074.

Wanted: Amiga contacts, chat, swaps, etc. Send lists /disks to Ian Prentice, 152

Lymington Avenue, Southend, Essex. S59 2AN.

Amiga contacts wanted worldwide, old or new. 101% reply. Write to K+S, 9 All-Saints Avenue, Wribbenhall, Bewdley, Worcs., DY12 1EG.

I will swap Leander for Goal. Also Amiga contacts wanted to swap games. David Clouston Tel: 710237.

Amiga contacts wanted, 100% reply. Send list or disk to Stan Whyte, 5 Gladstone Street, Market Harborough, Leic., LE16 9ET.

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Monitor, sampler, Amos disks, all wanted for amounts as yet unknown. Please phone Steve 0603 35948 (cos no-one else will!).

Amiga contax needed now! 100% reply, not like others I could mention. Young or old send disks to Simon Pownall, 17 Greensome Cres., Doxey, Stafford, Staffs., ST16 iEX. Sell: Assassin £15, Zool £10, Body Blows £15, Project X £10, Prem Manager £15. Swap for Soccer Kid, Prem Manager Two. Gary Turley 0693 66428.

Amiga, massive variety of games to swap. Write giving details to Julie Shepherd, "Casa Mia", Boxhill Road, Tadworth, Surrey, KT20 7JN. 073784 4115.

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Swap Dune II, A-Train, Sim Earth, Deuteros, Gunship 2000, Midwinter 1+2, Neighbours, Fast Break, WWF 1+2, Castle of Dr. Brain; for Ashes of Empire, Indy F.O.A., Dune, P. General, Castles, Caesar Deluxe, Battle Isle '93. Robbie Wallis, 0405 26481.

Swap new A1200 Nigel Mansells For Waxworks, Humans, Nightmare, Bat 2, Legend Kyrandia, Black Cauldron. Offered game must work on A1200.

Wanted: Amiga contacts worldwide. Send lists/disks to John, 57 Wallis Road, Southall, Middlesex, UB1 3LB.

Swap my Megadrive, seven games, joystick, mags, for Amiga 500+ or 600. Or sell for £169. Phone Tim - 0548 531818.

Wanted: any good flight sims, especially Dogfight. Also wanted contacts. Will write back to all. Stephen, 140 Houghton Road, Houghton, Carlisle, Cumbria, CA3 0LD.

I have the Aquatic Games, The Adventures of Robin Hood, Match of The Day and Challenge Golf. Will swap any for Premier Manager 2, Soccer Kid, Sim Earth and A-Train. Phone Rob on 081 5508094

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NEXT MONTH...

Tell you what, we're all glad to get that out of the way. Not because it wasn't fun - it was, but have you seen the number of reviews we've written! About five hundred of 'em, at least! And next month will bring you another action packed look at all things Amiga. We'll be on the **STARLORD** trail, looking at Domark's long awaited **F1**, finally checking out **AMBERMOON**, asking whatever happened

to **DARKMERE** and checking out Core's follow up to **Curse of Enchantia**. Who knows, maybe we will even have a shuffy at **JAMES POND 3**, but whatever happens we can promise that it will be the games fest you've come to know and love.

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